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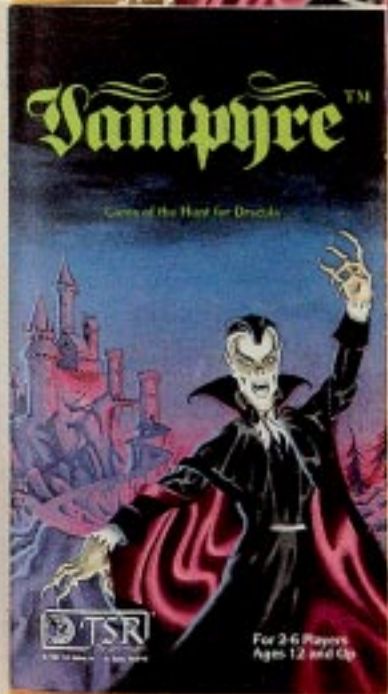
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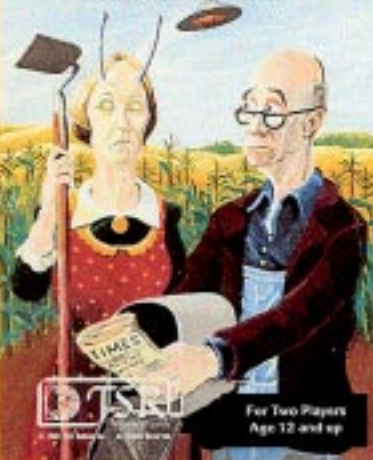
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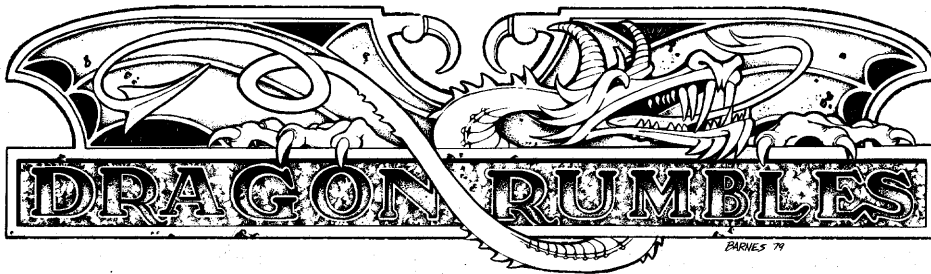
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In the September 1981 issue (#53) of DRAGON™ magazine, I editorialized against "assassin" and "killer" games, expressing my fears for potential tragedy to players and potential damage to the image of the hobby of role-playing gaming. Unfortunately, those fears are being realized.

On the evening of December 5, 1981, a student at California State University at Long Beach was shot by campus police during a game of "Assassin." According to the Los Angeles Times Service and United Press International, Mike Reagan and a companion, Julia Gissel, both 19 years old, were seen by campus police getting out of a car, carrying what appeared to be rifles. (In actuality, the "rifles" were simulated M-16s that used rubber-band ammunition.)

Sgt. Stephan King of the university police observed the couple moving along a walkway rattling doors, and shouted, "Freeze, police!" The woman stopped, but Reagan turned around, assumed a squatting position and pointed the toy gun at King. The sergeant fired his *real* gun three times, wounding Reagan in the chest and leg. Reagan was admitted to the intensive care unit of a Long Beach hospital and listed in guarded condition, but was released from intensive care and listed in stable condition as of December 9. University officials said King apparently believed the couple were burglars. There had recently been more than a dozen break-ins in the area where the shooting occurred.

In retrospect, yes, the policeman was wrong, the couple were not a pair of burglars, and their guns were not real. But what would you have had the policeman do? Wait to see if he gets hit by a burst of slugs or just a rubber band? I'm sure proponents of "Assassin" or "Killer" or any of the other so-called "live" role-playing games (and I still disagree with that term: "live" role-playing as opposed to what, dead role-playing?), would say that the area should have been declared off limits to the players because of the high crime rate, or that Reagan should not have acted as if he were going to fire when ordered to freeze. And they'd be right. But might not Reagan have assumed that the order to freeze was coming from *his* "assassin"? Can one foresee every possible circumstance in advance and write every contingency into the rules of the game?

My point is, simulation of acts of violence will inevitably be interpreted as the real thing by those not aware that the action is *only* simulation. That's why someone holding up a bank with a plastic replica of a pistol may be charged with armed robbery, even though no real weapon was used in the crime. It is the *perception* of the simulation that matters.

Beyond the potential for tragedy (I will not even go into the reports I've received of idiotic antics like climbing out third-floor windows on ropes made of bed-sheets to avoid "assassination" — stupidity is stupidity, no matter what the context), there is the problem of how the non-gaming public perceives this type of game and those who play it. At St. Ambrose College in Davenport, Iowa, an assassin-type game (they call it "Godfather") has been organized. A St. Ambrose professor, John Greenwood, has sponsored a resolution circulated among faculty members that criticizes the game, and a Davenport newspaper reported, "...he (Greenwood) thinks it (Godfather) can easily get out of hand — much like the 'Dungeons and Dragons' game." It's bad enough that Mr. Greenwood apparently has a misconception about the D&D® game in the first place, but now it is being reinforced in a negative manner with the "Godfather" game, and further he is being quoted by the media as equating the two.

Now, the only result of a D&D game "getting out of hand" I can think of is oversleeping the next morning from playing late into the night. And certainly no one is going to mistake a group of people sitting at a card table rolling dice and talking for doing anything more than playing a game. But since both "conventional" games (those played with paper, pencil, dice and imagination) and these...these *things* involving players running around with rubber-band guns are viewed the same by people with good intentions but not all the facts, I'm afraid some day you'll hear, "Fantasy role-playing? Oh, yeah, some kid in California was playing that and got shot, didn't he? They don't allow that dragons and dungeons stuff at my son's school...."

Dragon^{T.M.}

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Playing an AD&D™ adventure is, as we so often say, an exercise in imagination. But all the imagination in the world isn't going to help when you (or worse yet, the DM) can't remember which spells you've cast and which ones you have left. What *is* going to help is SPELLMINDERS, our latest AD&D playing aid, which you'll find in the center of this magazine.

The idea for SPELLMINDERS came from Bill Fawcett, one of our regular contributors, and his associate Lance Davenport. They compiled the information which appears on the counters and made the sometimes difficult decisions about which spells should be represented more than once. Only magic-user and cleric spells are included in this original set, but if we get enough positive feedback from you, we'll print up illusionist and druid spells in the same form sometime soon. Let us know what you think of the idea — either way.

And we might even throw in the new, official cleric spells from the latest edition of *Leomund's Tiny Hut*. Yep, I said *official*. Our esteemed columnist, Len Lakofka, thought that clerics deserved more spell abilities than provided for them in the AD&D rules. So he wrote up some new spells and sent them to Gary Gygax for his evaluation and approval — and Gary sent them to us, along with his permission to portray them as new rules.

This month's cover, "Escape from Skull Keep," was painted especially for DRAGON™ Magazine by Clyde Caldwell, whose first appearance as a cover artist was on the front of issue #53. At that time, I didn't see how he could do any better — but now that I've seen Clyde Caldwell painting number two, I can't wait for number three.

Dwarves may be, ahem, a short subject. But we've gone to great lengths inside, starting on page 23, to give the little guys their due. Contributing editor Roger Moore supplied most of the material for a special section on dwarves and the deities

they worship. This is the first set of articles in a series of studies on non-human races which will appear over the next several issues. We'll get to your favorite sooner or later.

Mythical monsters and fictional figures from ancient Greece occupy a big part of our feature section. "The Blood of Medusa" is Michael Parkinson's description of the legendary creatures and characters spawned by the lady with the strange hairdo. Following that piece are four portrayals of NPCs from the same era, but certainly not the same family tree.

Surrounding the SPELLMINDERS section in the center of the magazine is "In the Bag," another tale of the tribulations of Boinger and Zereth from the pen of J. Eric Holmes, who is both a well-known fiction writer (check out your local bookstore) and the author of a new book on fantasy role-playing (ditto).

Next in line is a trio of treatises on archery. Robert Barrow offers some facts and figures based on real experience, concerning how far an archer can shoot and how easily he can hit what he's aiming at. Carl Parlagreco presents a short system for "Making bowmanship more meaningful," and the third article in this section proposes a way to differentiate between bows of different strengths and the varying amounts of damage their arrows can cause. But if hand-held weapons are more your character's style, forge ahead into David Nalle's essay on the design and development of the sword.

"Being a bad knight" is the first article we've ever published on the KNIGHTS OF CAMELOT™ game, and it comes straight from the source — Glenn Rahman, the author of the game's original rules. And, for *Traveller* fans, there's "Anything but human," Jon Mattson's system for creating alien characters.

Topping off issue #58 is a special two-page "What's New," Phil Foglio's whimsical tribute to Valentine's Day, and a one-page "Wormy" which is, as usual, a tribute to the talent and imagination of Tramp. — KM

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'Doubly pleasing'

Dear Editor:

I just finished reading DRAGON #56 and, as someone who enjoys both AD&D and TOP SECRET I found this issue doubly pleasing. Congratulations are in order for Merle Rasmussen and James Thompson for MAD MERC. It was a welcome sequel to DR. YES (issue #48).

While I liked MAD MERC very much and found almost all the information to be complete and accurate, I did find one not-so-tiny error that if overlooked by the Administrator could be fatal. The error is found in the personnel traits and abilities section listing for Hurt (medical nurse). Hurt is listed as having a Physical Strength of 41, a Willpower of 37, yet he has an incredible Life Level of 78! Apparently, Mr. Rasmussen forgot to do the last step in the L.L. equation, that is, to divide by 10, and this would result in the corrected L.L. of 8.

I hope all Administrators will correct this error before taking Agents through this module, so that no poor Agents will encounter Hurt, who would be almost impossible to hurt.

Paul H. Cordts
Orchard Lake, Mich.

Good job, Paul. You spotted a mistake that escaped the notice of our proofreader. (That's the last time we hire a flesh golem to do a human's job.) The mistake wasn't Merle's fault — and neither were the other two blunders that also appear in the chart on pages 48-49 of issue #56.

The problem with Hurt's statistics begins 'way back in the Courage column. Merle's manuscript listed figures of 37 for Hurt's Willpower and Courage. When the chart was set into type, that number was typed once instead of twice, and everything else got pushed one place to the left as a result. The identical problem occurred in the listing for Smith (mechanical engineer). That character was supposed to have Courage of 75 as well as Willpower of 75. The third mistake is in the listing for Lange (carpenter), whose languages got garbled.

The corrected listings for Hurt should read: Courage 37, Knowledge 102, Coordination 85, Offense 61, Deception 55, Evasion 79, Hand-to-Hand 120, Surprise 134, Life Level 8, and Language ratings of Japanese 78, English 05, and German 54.

For Smith, make the following changes: Courage 75, Knowledge 89, Coordination 81, Offense 78, Deception 85, Evasion 88, Hand-to-Hand 117, Surprise 163, Life Level 10, Japanese 7, English 79, and German 60.

Lange's language abilities should be English 25 and German 94.

That should set the record straight. Our apologies to anyone else who noticed one or more of the errors and wasn't able to figure out what the ratings should have been. — KM

'Too scalding'

Dear Editor:

I think "Out on a Limb" is a very good feature to have, and it shows what people really think of your magazine. But it seems to me that when a person writes in a criticism you are (just maybe) a little too scalding with your answer. Take DRAGON #53 and the letter by Adam Rosenblatt about you being too "high-handed." Take a little time out to read your reply. See? Whew! You'll be lucky if he buys a DRAGON magazine, let alone touches one! Perhaps you could be a little more amiable with your editorial responses.

Now, if what I have been trying to tell you sinks in, your response to my letter will be one of understanding. If not, well then, at least it will be amusing to others as they read it.

Jeff Rabkin
New York, N.Y.

Dear Jeff:

We think "Out on a Limb" is a very good feature to have, too. But it seems to us that when people write in a criticism they are (just maybe) a little too scalding in their accusations. Take a little time out to read some of the mail we get. See? Whew! We'll be lucky if we can ever again work up the courage to open a letter. Perhaps readers could be a little more amiable when they call us high-handed.

Now, if what I have been trying to tell you sinks in, your reaction to this response will be one of understanding. If not, I hope somebody gets a chuckle out of it. — KM

Meyers on monks

Dear Editor:

In DRAGON #53 there are some changes in the monk class. Special ability "S" says the monk will get a premonition of death 1-4 turns before it happens. How does the DM go about doing this?

Confused

The following reply was provided by Philip Meyers, the author of the article in question:

The original "premonition of death or serious harm" comes from page 163 of the DMG, Table V, prime power Q under artifacts and relics. There are two problems inherent in

this question: how to play the premonition in the case of a non-player character monk, and for a player character. The case of the NPC is the simpler one. If the party is about to encounter a NPC monk with the premonition power, the DM must make a determination of whether the party has the power to kill or seriously harm the monk, and if it does, whether the party is likely to attack the monk, or may even possibly attack the monk. If the party is sufficiently powerful and there is a reasonable chance the party will attack, the roll for the premonition should be made. The monk to whom the premonition occurs will be ready and waiting when the party arrives.

The case of the PC monk is more difficult, because the DM cannot predict what a player character will do, and thus cannot predict with certainty whether a dangerous situation will arise in the future. The power is therefore only applicable when it appears to the DM that the PC monk is headed for a dangerous encounter, and there is a substantial chance the encounter will occur. The character should always be able to avoid the encounter if circumstances permit, so that the event likely to bring about death or serious harm never happens. In any event, the premonition is always simply a vague feeling that great danger is imminent, not a specific vision of a future event. For player character monks the premonition should not occur often, since a monk of such high level is seldom in great danger, particularly when the monk is surrounded by similarly powerful companions.

'Different games'

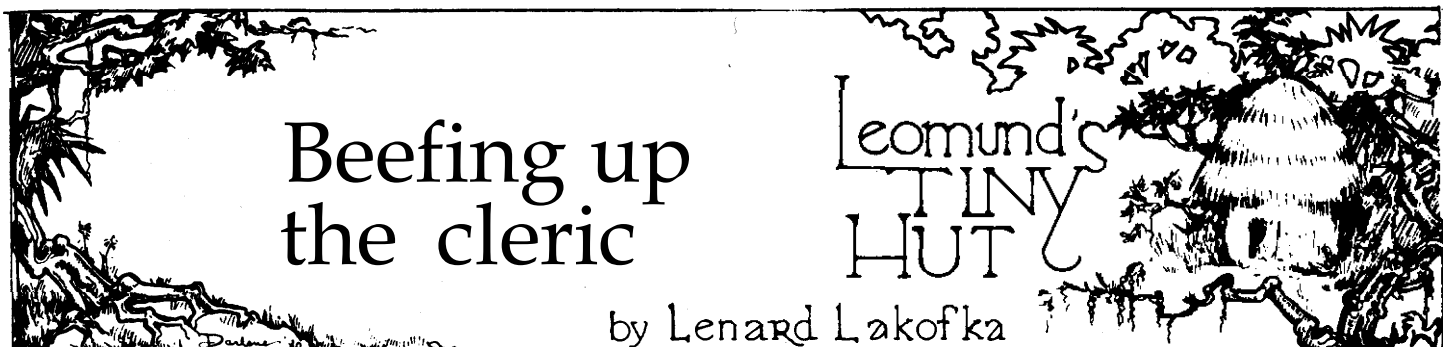
Dear Editor:

I see my latest DRAGON has another letter objecting to high-level characters. I think your readers need a lesson in softball!

The basic rules for softball are used for two quite different games, "fast-pitch" and "slow-pitch." The rules are almost all the same in both games, yet the two games feel very different and call for very different abilities in the players. Of course, every player prefers his or her version, but very few would argue that the other isn't a good game, too, for those whose preferences are in the other direction.

I could also remark on the many different forms of poker — straight, lowball, wild-card, 7-card, you name it. Every poker player has his or her favorite version, and, for example, a "straight" player may look down on one who prefers 7-card stud. But poker, all versions, is a great game.

To get back to AD&D, the regular game is a
(Turn to page 77)



INTRODUCTION

All readers should be aware that Len Lakofka has been of considerable aid and assistance in formulating the whole of the AD&D™ game system. Obviously, Len's contributions did not end with the publication of the four volumes of the initial release. He writes this column. Len is instrumental in a revision of the FIEND FOLIO™ Tome currently under way at TSR. Last but by no means least, he freely contributes suggestions and material for work planned to augment the AD&D system.

I am working on new monsters, magic, classes, and information for two new volumes of the system — a supplement for players and DMs alike, and a second book of the Monster Manual — projected for release in three to four years. Much of the supplementary material has been or will be printed in various modules or in DRAGON™ Magazine. For instance, many new spells are included in the upcoming modules *Lost Caverns of Tsojcanth* and *Temple of Elemental Evil*. (Yes, fans, it is again being worked on!)

When Len and I last spoke he brought up the paltry choice of spells for clerics, and I concurred that something needed

to be done. Now go on and read what has been accomplished, for the spells are "official" and will appear in virtually the same form in a future volume of the AD&D series.

Gary Gygax

AUTHOR'S INTRODUCTION

Gary Gygax and I have discussed the cleric at some length, and we agreed that the spells for that class, especially at the fourth level, needed a little work and perhaps a few additions. Gary asked me to write a few spells that might be included in an edition of the AD&D Players Handbook. Following are six first-level spells, four second-level spells, four third-level spells and two fourth-level spells that I submitted to Mr. Gygax for review. (Editor's note: Mr. Gygax made many minor additions and alterations to the spell descriptions — and deleted a couple of suggested spells — before declaring the group to be "official" rule additions. All of his changes are incorporated in the descriptions given below.) Comments from readers would also be greatly appreciated.

New spells should be placed into the game with great care. Allow non-player

characters to learn of them and then pass them on to player characters via that method. Some spells like *Ceremony*, *Endure Heat/Cold* (for appropriate regions of the "world"), *Holy Symbol*, and *Ordain* are, due to the way they are written, likely to be widely known and might have to be given to existing player-character clerics without too much non-player character interaction.

When a non-player cleric is encountered, determine if he/she knows any of the new spells given. For each spell level in question, beginning at first and going up as high as the NPC's experience level will permit, multiply the experience level of the non-player cleric by 7% to determine the chance that he/she knows (can pray for) one of the new prayers/spells. If the roll indicates knowledge, roll percentile dice again and consult the lists below to determine which particular spell/prayer is known.

If a second or subsequent roll on the list below yields a duplicate result, roll again until an "unknown" spell comes up. Repeat the initial "chance to know" roll until a negative result is obtained or until all available new spells of the given level are known.

NEW CLERIC SPELLS

Dice First level spells

- 01-17 *Ceremony (Coming of Age)*
- 18-35 *Ceremony (Burial)*
- 36-50 *Ceremony (Marriage)*
- 51-54 *Combine*
- 55-65 *Endure Cold*
- 66-77 *Endure Heat*
- 78-90 *Magic Stone*
- 91-96 *Magical Vestment*
- 97-00 *Portent*

Second level spells

- 01-28 *Ceremony (Dedication)*
- 29-45 *Ceremony (Investiture)*
- 46-75 *Ceremony (Consecrate Item)*
- 76-85 *Death Prayer*
- 86-90 *Detect Life*
- 91-97 *Holy Symbol*
- 98-00 *Messenger*

Third level spells

- 01-20 *Ceremony (Ordain)*
- 21-40 *Ceremony (Special Vows)*
- 41-48 *Dust Devil*

Dice Third level spells (cont.)

- 49-60 *Enthrall*
- 61-90 *Remove Paralysis*
- 91-00 *Water Walking*

Fourth level spells

- 01-44 *Ceremony (Consecrate Ground)*
- 45-72 *Meld Into Stone*
- 73-00 *Negative Plane Protection*

Fifth level spells

Ceremony (Anathematize)

SPELL DESCRIPTIONS

First Level

Ceremony (Conjuration/Summoning)

Level: 1

Range: *Touch*

Duration: *Permanent*

Area of effect: *One creature, one item, or area (see below)*

Components: *V, S, M*

Casting time: *1 hour*

Saving throw: *None or Neg. (see below)*

Explanation/Description: *Ceremony* has a number of applications in the cleric's organization, depending on the level of the cleric. Each *Ceremony* is used as a particular blessing/curse of the organization. The spell is used to put the holy/unholy seal on the event and does not produce an aura of magic, though in some cases an aura of good or evil might be present. The types of *Ceremony* can vary from organization to organization, but usually encompass these:

1st-level cleric: *Coming of Age, Burial, Marriage*

3rd-level cleric: *Dedication, Investiture, Consecrate Item*

5th-level cleric: *Ordain, Special Vows*

7th-level cleric: *Consecrate Ground*

9th-level cleric: *Anathematize*

Each of these blessings (*Anathematize* is a curse) requires a cleric of the appropriate level or higher. Briefly, the *Ceremonies* listed do these things:

Coming of Age blesses a young man

(and in some cultures a young woman) at some point in time, often the age of 12. *Coming of Age* may or may not allow the person who has come of age any particular rights.

Burial in no way protects the corpse, but gives the blessing of the organization, and is said to have a 50% chance to invoke retribution of some type if the body's grave is dug up within one week of burial (i.e., an agent of the deity will come to protect the grave).

Marriage is certainly straightforward.

Dedication is necessary to perform specific acts, such as becoming a member of an organization.

Investiture is required for a pre-cleric to become 1st level.

Consecrate Item is required for every item placed on an altar and at other places in a religious edifice, as required by the particular organization. Holy symbols and vestments are handled separately (q.v.), but holy/unholy water/oil must be kept in consecrated containers.

Ordain is required for a 2nd-level cleric to become the priest of a small congregation or assume similar duties. Even high-level clerics must at some time be ordained before they have the right to gain followers and form a following or group. This is often a part of training to become 3rd level by a cleric of the appropriate belief.

Special Vows pertain to paladins, knighthood, and solemn oaths.

Consecrate Ground is required when any holy/unholy structure is built. A church, abbey, sanctuary, monastery, temple, etc., built on unconsecrated ground has a 1% chance per year (cumulative) to collapse! Once a structure is built, consecration cannot be an afterthought: Thus, a cleric of 7th level or higher must be sought when a clerical structure is to be built, or else! *Consecrate Ground* is also used in graveyards. The graveyard can then turn undead as if it were a 3rd-level cleric.

Anathematize is a strong form of excommunication in which the offender is literally branded on the cheek, forehead, arm, or hand with a symbol, sigil or sign that denotes an offense to his/her god. An *Atonement* spell can remove the onus, but the brand will only fade in intensity; it will never disappear. Exception: A cleric who sins in the sight of his organization due to adverse magic can fully atone and the anathema is fully removed.

Material components for *Ceremonies* are variable, and the costs of the organization also vary. Some common charges are as follows: *Coming of Age*, 5-15 sp; *Burial*, 5-50 gp; *Marriage*, 1-20 gp; *Dedication*, 0-10 sp; *Investiture*, 0-100 gp; *Consecrate Item*, usually free; *Ordain*,

usually free but up to 200 gp; *Special Vows*, 0-100 gp; *Consecrate Ground*, usually 100-600 gp depending on the size of the site and the rank of the cleric doing the consecration. *Anathematize* does not cost any gold.

Combine (Alteration)

Level: 1

Duration: See below

Range: Touch

Area of Effect: Circle of clerics

Components: V, S

Casting Time: 1 round

Saving Throw: None

Explanation/Description: Via this spell five clerics of the same alignment can add their powers to perform a specific function. The cleric of highest level, or one selected by the group if all are of equal level, stands in the center of a circle formed by the other four who hold hands and kneel around him/her. This process takes one full round, and all five clerics must be chanting the words to the spell *Combine* at the same time. If one of them stops for any reason, the spell is wasted for all five of them.

The cleric in the center can then, on the round after the casting of the *Combine* spell, attempt to cast a spell or turn undead as if he/she were higher than actual level, for the determination of range, duration and area of effect as ap-

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plicable. The spell cast (or effect) will be at a combined level for the five clerics, up to 4 additional levels maximum, as explained below.

Only the cleric in the center need know and have prayed for the spell to be cast by the combination. Only informational, protection (including *Dispel Magic*), and curative spells can be combined in this way. The clerics may also *Create Food & Water* or *turn undead*. The four clerics comprising the circle are in a deep trance that to recover from will require one full round. During the trance, surprise is automatic and all "to hit" rolls are at +4 against the clerics in hand-to-hand combat. Naturally, they cannot use shields or dexterity bonuses in calculation of their armor classes. Thus, if the combination is physically attacked only the center cleric can muster any defense on the first round. If he selects an attack spell of any type, the cleric reverts to his/her original level at once and the combination is broken.

The combination can otherwise remain together for the casting of one spell or one attempt at turning undead. Then the spell breaks and the four clerics comprising the circle must recover for a full round before they can do anything else. If a cleric dies the combination is broken, but not if one is only hit for damage once the *Combine* spell has been cast and the

combination is in effect.

The center cleric will be raised by 1 to 4 levels, depending on how many of the combined clerics are four or fewer levels below the level of the center cleric. Only those clerics within four levels of the highest-level cleric add to his or her level.

Examples: Five 1st-level clerics wish to *Combine* to turn some approaching ghouls. They take a round to *Combine*, and then for the purpose of turning undead they would be as a single 5th-level cleric. Note that they could not cast a second or third level spell in any case, since the center cleric is only 1st level and cannot know such a spell. If a 7th-level, a 5th-level, and three 2nd-level clerics *Combine*, the combination would be as a single 8th-level cleric. The 2nd-level clerics are five levels below the Lama (7th level) and thus cannot add to his or her effectiveness, but they can help form the circle.

Endure Cold/Endure Heat

(Alteration) Reversible

Level: 1

Range: *Touch*

Area of Effect: *One creature*

Duration: *9 turns/level*

Components: *V, S*

Casting Time: *1 round*

Saving Throw: *None*

Explanation/Description: Casting this spell gives protection from normal extremes of cold or heat (depending on the version used). The recipient can stand unclothed in temperatures of as low as -20° F or as high as 120° F (depending on version used) with no harm or ill effect. Extremes beyond these limits will cause 1 point of exposure damage per hour for every degree below or above the given limits. The spell remains in effect for 9 turns (1½ hours) per level of the cleric or until the recipient is hit by any form of magical cold or heat including *Produce Fire*. This cancellation of the spell will occur regardless of whether *Endure Cold* or *Endure Heat* was cast. Further, the spell will be instantly cancelled if *Resist Fire* or *Resist Cold* is applied to the recipient. The spell is commonly found in the cold north or the tropical south, especially in and near desert areas. The spell requires no material component.

Magic Stone (Alteration)

Level: 1

Range: *Touch*

Duration: *6 rounds +1 round/level or until impact*

Area of effect: *Line of sight up to 4 feet*

Components: *V, S, M*

Casting Time: *1 round*

Saving Throw: *None*

(Turn to page 73)

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Dragon's Bestiary

Sull

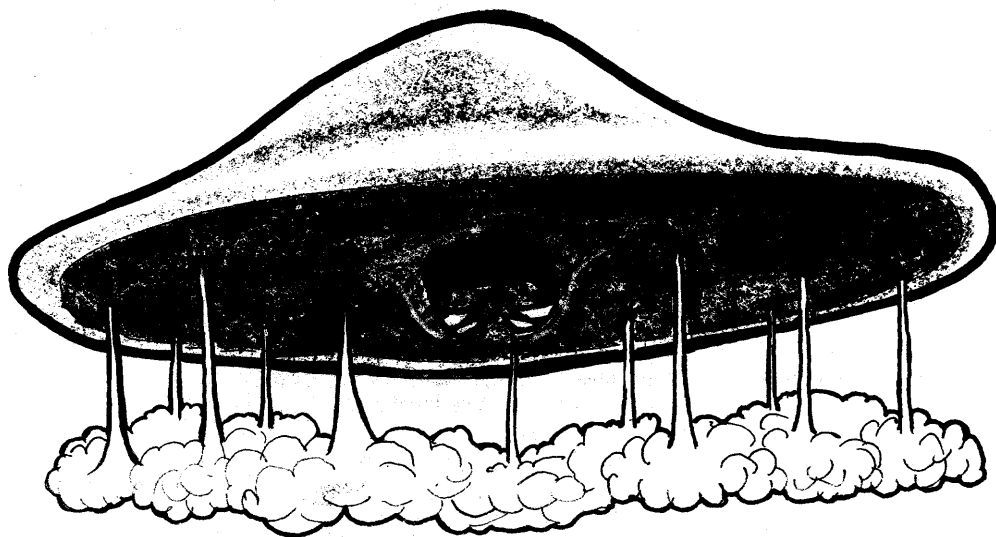
Created by Ed Greenwood

FREQUENCY: *Rare*
 NO. APPEARING: 1-6
 ARMOR CLASS: 9
 MOVE: *See below*
 HIT DICE: 3, 4, 5, or 6
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-4/4-16
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Gas cloud*
 MAGIC RESISTANCE: *Standard*
 [immune to charms]
 INTELLIGENCE: *Average [High]*
 ALIGNMENT: *Neutral*
 SIZE: *L*
 PSIONIC ABILITY: *Nil [120]*
 Attack/Defense Modes: *Nil [A, D / F, I]*

Sull, or "floaters," are nomadic creatures who float silently in midair by means of buoyant gases created in their digestive organs and stored in the central hump of the body. Sull move by the controlled intake and exhaust of these gases; they can move at a rate of 18" vertically through the air, but only 6" horizontally (unless aided by air currents).

Despite their slow movement rate, Sull are Flight Class A in regard to maneuverability; not needing to turn about but merely stopping short and reversing direction. Sull greatly fear Wind Walkers and similar creatures of the air, for they have no defense against the air turbulence these beings can create.

Sull are omnivorous, and consume prey with great jaws located on their underside. From between their jaws they can extend a sucking tube to take in liquids.



Sull never crush opponents beneath their bulk, but will ram into victims (using the hard, rubber-like edge of their bodies rather than the more resilient top and bottom surfaces) with as much force as they can muster and rebound away. This attack does 1-4 points of damage. The Sull's bite, if it is able to drop down upon and engulf a victim, does 4-16 points of damage.

When engaged in battle, Sull will emit gaseous clouds from orifices spaced around the under part of the body's edge; this gas, a digestive byproduct, hangs in the air in blinding, irritating clouds. Creatures battling a Sull do so at -4 "to hit" if the gas affects their eyes, but only at -1 if they must contend merely with its thickly swirling, obscuring vapor. A successful save vs. poison, or the use of magical protection to prevent irritation to the eyes, lessens the -4 penalty to -1.

Floaters can understand Common, and

sometimes will understand the speech of races or of individuals (see below), but they cannot shape words. They have their own language of clicking and whistling sounds. Sensory areas around the edges and hump of the disc-like body, and around the mouth beneath, give the Sull normal (6" range) infravision. It also has receptors for sound and smell, but these senses are not acute and only operate with dependability at short range (within 2" of the creature).

A few Sull (10% chance of encountering such) have psionic ability. The differences of these creatures with regard to magic resistance, intelligence and psionic ability are given in brackets. Psionic Floaters always have the minor disciplines of *Detection of Magic*, *Empathy*, and *ESP*, and the major disciplines of *Body Control* and *Telepathy*. They vary in psionic mastery, but are typically of 6th level.

Sull are occasionally captured and trained to serve spellcasters as aerial platforms. They typically understand far more of their master's primary language than that individual may realize, and will always recognize their master's voice and commands. Although usually docile, Sull are not willing servants and must be controlled by pain, typically administered by a *Wand of Lightning* or other source of electrical shock, or a *Wand of Magic Missiles*.

Psionic Sull will only serve masters of true neutral alignment, and will communicate with them telepathically if they are well treated. Sull have served as battle leaders for the dervishes of the desert, among whom they are treated as respected friends.

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Beguiler

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FREQUENCY: *Very rare*
 NO. APPEARING: 1-4
 ARMOR CLASS: 9
 MOVE: 15"
 HIT DICE: 2
 % IN LAIR: 40%
 TREASURE TYPE: L, N, Q
 NO. OF ATTACKS: 6
 DAMAGE/ATTACK: 1-2 (x4), 1-4, and 1
 or by weapon type (see below)
 SPECIAL ATTACKS: *Illusions*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average to high*
 ALIGNMENT: *Neutral*
 SIZE: *S (2' long)*
 PSIONIC ABILITY: *See below*
 Attack/Defense Modes: *Nil*

The Beguiler is a small, plump quadruped about the size of a small dog. Mouselike in appearance, it has large glistening black eyes, large ears, and a pointed snout. It is covered with thick, bluish-black fur that sheds water, is silky to the touch, and — when properly cured — commands high prices.

Beguilers possess razor-sharp retractile claws, enabling the creatures to climb



trees and wooden structures with ease. The hairless, prehensile tail of the Beguiler aids in climbing, and can be used to throw and/or wield weapons the size of a shortsword or smaller.

The creature's four sets of claws each do 1-2 points of damage per attack, the Beguiler's bite does 1-4, and the tail can inflict 1 point of damage by itself, or by weapon type if one is used. Any weapon held or thrown by the Beguiler's tail is at -2 "to hit."

A Beguiler always sees with *True Sight*; i.e., invisible creatures or objects can be seen, and illusions are not seen and do not have the intended effect. The creature can change the hue of its fur to match the coloration of its surroundings for 1-4 turns and remain absolutely motionless during that time, hiding in shadows with the success of a 12th-level thief. (Some spellcasters are rumored to have maintained or recreated this ability in the cured pelt of the Beguiler.)

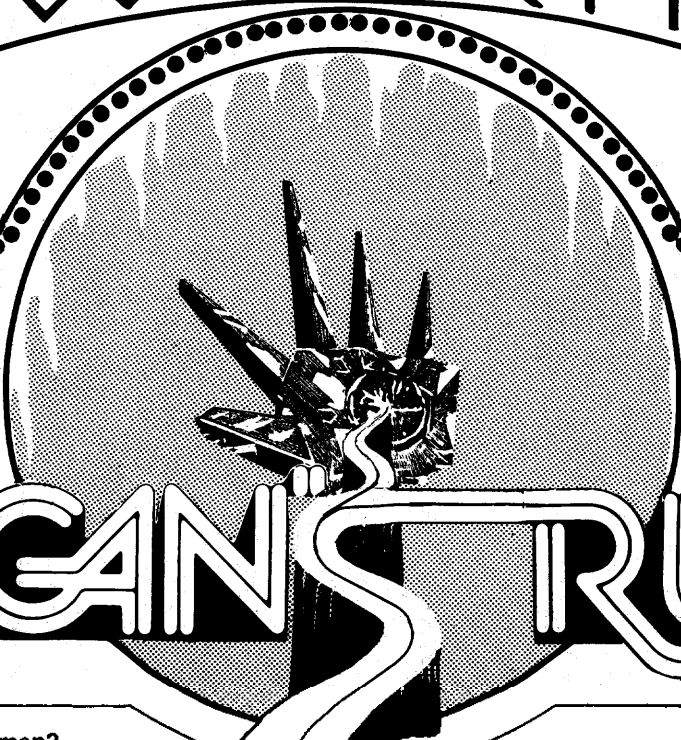
The Beguiler's most spectacular and most feared (once it is discovered) ability is the power to cast illusions. A Beguiler can cast *Spectral Force* and *Shadow Monster* spells as a 20th-level illusionist. Different individuals of the species vary in spellcasting powers, having the use of from 4-16 such spells per day. Such illusions will cease whenever the Beguiler wills, but it need not concentrate to maintain them.

Beguilers cannot be attacked by psionics. Their peculiar mental processes create a continuous "scrambling" effect which makes psionic activity impossible within 4" of the creature.

Beguilers are omnivorous. Beguiler brains are highly prized by alchemists and spellcasters alike, for they are a valuable ingredient in several important magic items and potions.

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Magenta's Cat

Created by
Roger Moore

FREQUENCY: *Very rare*
NO. APPEARING: 1 (5% chance of 3-6)
ARMOR CLASS: 7
MOVE: 12"
HIT DICE: 1+1
% IN LAIR: *Special*
TREASURE TYPE: *Special*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: *Psionics*
SPECIAL DEFENSES: *Hiding, silence, psionics*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Neutral*
SIZE: S
PSIONIC ABILITY: 170-220
Attack/Defense Modes: *All/all*

Several centuries ago a Wizardess named Magenta began experimenting to try to produce psionic ability in her familiar, a large black cat called (predictably) Midnight. Though she was successful in making Midnight psionic, an unintended side effect caused the cat to be released from its obligation as a familiar, and it escaped.

Though Midnight was never found again, it would seem that the cat was able to breed with others of the normal variety and produce psionic and intelligent offspring. The special genes for these powers are recessive, and thus the probability that any cat today will possess the powers of its ancestor is very low (something like 1 in 1,000).

All known psionic cats (called Magenta's Cats) are reputed to be of the same deepest black color as the original. About two thirds of these cats are female. All have exceptional night vision, allowing them to see well in anything but absolute darkness, and very sensitive hearing. These senses make the cats impossible to surprise. The silence with which they move and their dark color allows them to surprise opponents on a 1-5 in shadowed areas and at night.

Magenta's Cats are intelligent in the extreme, and can apparently communicate with all feline creatures by means of a sort of limited empathy/telepathy. They may speak up to three languages besides the feline tongue and the language of neutral align-

ment. It is 90% likely that at least one of these other three languages will be the common tongue, and 60% likely that another will be elven.

Magenta's Cats are aloof and somewhat conceited; they all seem to feel they are vastly superior to any other thinking creature, although they are not given to "broadcasting" their powers. It is likely that any Magenta's Cat aware it is being watched will act like a normal cat, not revealing its true nature until it chooses to or is forced to.

Though these creatures usually travel alone, it is possible to run into a small group of them, all adults, who have gathered to exchange information, feed, or mate. Singly or in groups, these cats are only known to inhabit towns and cities. Litters have 3-5 kittens, with only a 10% chance of each offspring having the special powers of the psionic parent(s). The chance is the same whether one or both parents are psionic.

The psionic powers of a Magenta's Cat are as follows: Each has the Minor Devotions of *Invisibility*, *Body Equilibrium*, *Cell Adjustment*, and *Molecular Agitation*. These powers are used at the seventh level of mastery. Psionic *Invisibility* will only be used as a last resort if the cat's normal methods of staying out of sight fail. *Body Equilibrium* explains why Magenta's Cats often leap from high buildings and cliffs to escape pursuit, since they are able to slow their descent to prevent harm, and also explains why now and then a confused peasant or traveler will report seeing a black cat walk across a lake or pond and not get wet. *Cell Adjustment* removes any damage to

the cat (unless it was killed outright) completely in one round. *Molecular Agitation* is rarely used, but explains why the homes of known cat-haters sometimes burn down inexplicably. Most people believe this is the vengeance of the Egyptian cat-goddess, Bast, or a like-minded deity. Magenta's Cats probably know differently.

A magic-user of true neutral or part-neutral alignment who has psionics may receive a Magenta's Cat for a familiar if the spell *Find Familiar* is cast successfully and a black cat is indicated as the type of familiar received. The base chance is 5%, plus an additional 1% per level of experience of the magic-user over the first. For a magic-user of true neutral alignment, this chance of success is unmodified; however, subtract 2% from the figure arrived at if the magic-user is neutral good, neutral evil, lawful neutral or chaotic neutral. Magic-users of other alignments will not be able to find a Magenta's Cat for a familiar even if they are psionic.

In addition to the normal powers of a black cat familiar, the Magenta's Cat makes the magic-user impossible to surprise and can add its psionic strength points to its master's in multiple psionic operations. The magic-user may likewise add his or her points to the cat's to extend its powers, but the magic-user will not gain the cat's psionic disciplines as his or her own, or vice versa. If the Magenta's Cat familiar is killed, the magic-user immediately loses twice as many hit points as the cat had, permanently, and also loses all of his or her psionic powers forever. Like all other familiars, the Magenta's Cat gets a saving throw vs. magic when the *Find Familiar* spell is cast.

There is a 5% chance that a Magenta's Cat will be acting as a familiar if encountered normally. If so, it will be linked to a Wizard of 11th to 18th level (d8 + 10, to generate level randomly) who will react with all powers possible if his or her familiar is threatened. There is a fair chance the cat will be wearing a jeweled (and possibly enchanted) collar of considerable value, as determined by the Dungeon Master.

A Magenta's Cat acting as a familiar will be very near to its master or mistress, or to the home of that character. Aside from this sort of "lair," Magenta's Cats have no lairs and collect no treasure.



the Blood of medusa



By
michael
parkinson

Some say Medusa had wings of gold, tusks like a swine, and snakes for hair, and her clawed hands were made of brass. Older sources state she had the body of a mare; still others praise her as fair-cheeked and beautiful (in a tragic style). All legends and sources agree that to view her face was to be turned to stone.

The greek hero Perseus decapitated Medusa, aiming his blow by looking at her reflection in the brass shield lent him by the goddess Athena. Medusa's petrifying face, the *Gorgoneion*, retained its potency — it was used by Perseus, then given to Athena. From Medusa's severed neck spouted her life blood and two living beings, both fathered by Poseidon: Pegasus and Chrysaor.

PEGASUS

The fabled winged horse is described in the AD&D™ Monster Manual, albeit rationalized to fit a more general mythos/cosmos. Pallas Athena gave the Greek hero Bellerophon a golden bridle so that he might tame and ride Pegasus. Thus able to work together, the two killed the evil Chimaera, the grand-niece of Pegasus.

After helping in several other virtuous acts, the immortal steed threw his master (who had become impiously proud) and flew to the heavens, to carry the thunderbolts of Zeus and to become the constellation of Pegasus.

CHRYSAOR

His name means "he of the golden

sword," and Chrysaor Phorcides is lauded as a hero; yet any valiant — or dastardly — deeds of his are unrecorded. Ironically, Bellerophon as a child was called Chrysaor — but he soon changed his name to "Bellerus-killer," a less anonymous appellation. Chrysaor's only important act was to wed the Oceanid Callirhoe and produce two of the foulest offspring ever born: Geryon and Echidna.

GERYON

FREQUENCY: *Unique*

NO. APPEARING: 1

ARMOR CLASS: 4

MOVE: 12"/18"

HIT DICE: 100 hit points per body

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-16/2-16/2-16

SPECIAL ATTACKS: *Hurl rocks for 2-16 points damage each, up to 20" range*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 15%

INTELLIGENCE: *Low*

ALIGNMENT: *Neutral evil*

SIZE: *L (10' tall)*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

Geryon is a three-headed, three-bodied giant — not to be confused with the Archdevil of the same name (and the same basic temperament). The tenth labor of Hercules was to capture the cattle of Geryon. He journeyed to Geryon's homeland, the island of Erythia, "the red" (called such because it is in the far west, past the straits of Gibraltar, thus lit with the ruby rays of the setting sun). In performing his task, Hercules incidentally killed Geryon, his guard-dog Orthus, and his herdsman Eurytion.

Geryon's three bodies are joined at the waist, and each body is complete — although he is also sometimes represented as having just two legs, which would make him appear even more inhuman. Measure lost hit points on each body

separately; when a body goes below zero hit points, it becomes a dead weight and may no longer attack. Geryon is not killed until all three bodies are dead. Each of the three bodies may be entitled to save against spells, etc. individually, but Geryon has only *one* mind.

Geryon attacks and defends as a monster of 12 hit dice. With his excellent vision (tri-binocular?) and hearing, he is only surprised on a 1.

Geryon is red-skinned with blood-rust hair and large, deep eyes of fiery garnet. He has six scarlet wings (a pair for each torso), and is clad in carmine cowhide.

GERYONEO

Edmund Spenser, in his allegory *The Faerie Queene*, has a wingless Geryon represent Charles V of Spain, and invents for him an identical son, Geryoneo, portraying Philip II of Spain (and

the Spanish domination of the Netherlands). As he would be used in an AD&D™ adventure, Geryoneo is like his father except for movement rate (12"), percent in lair (40%) and treasure type (B, C, E).

Geryoneo's lair is in the castle which formerly defended the city of the widowed Lady Belge. This fortress is heavily garrisoned; its seneschal, the Prince of Parma, is a 10th-level Lord (AC 2; +2 *long sword*; *potion of extra-healing*; *potion of longevity*).

As one expression of his disposition and nature, Geryoneo erected an idol in the likeness of his father in a chapel outside the city and forced the city's inhabitants to worship it. To know more of the monster guarding the fane of Geryon, we must first learn of the other — even mightier and more malign — branch of the union of Chrysaor and Callirhoe: Echidna and her spawn.

ECHIDNA

FREQUENCY: *Unique*

NO. APPEARING: 1

ARMOR CLASS: 7 (human body) or 0 (dragon body)

MOVE: 12"/18"

HIT DICE: 90 hit points

% IN LAIR: 95%

TREASURE TYPE: I, X

NO. OF ATTACKS: 2 or 1

DAMAGE/ATTACK: 4-16/4-16 or by weapon

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 75%

INTELLIGENCE: *High*

ALIGNMENT: *Neutral evil*

SIZE: *L (40' long)*

PSIONIC ABILITY: 150

Attack/Defense Modes: C, D / F, G, H

Echidna is an immortal half-woman, half-dragon who may be encountered hunting far below ground or in the wilderness on dark nights. For the most part she dwells in her lair on the darkest plane of Hades.

*"Echidna is a Monster direfull dred,
Whom Gods doe hate, and heavens
abhor to see;*

*So hideous is her shape, so huge her
hed,*

*That even the hellish fiends
affrighted bee*

*At sight thereof, and from her
presence flee:*

*Yet did her face and former parts
professe*

*A faire young Mayden, full of comely
glee;*

*But all her hinder parts did plaine
expresse*

*A monstrous Dragon, full of fearful
ugliness."*

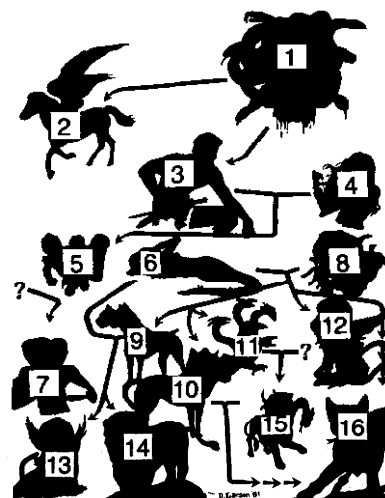
*(The Faerie Queene, book VI, canto VI,
verse 10)*

*"... grisly Echidna,
a nymph who never dies, and all her
days is ageless."*

(Hesiod, Theogony, 304-5)

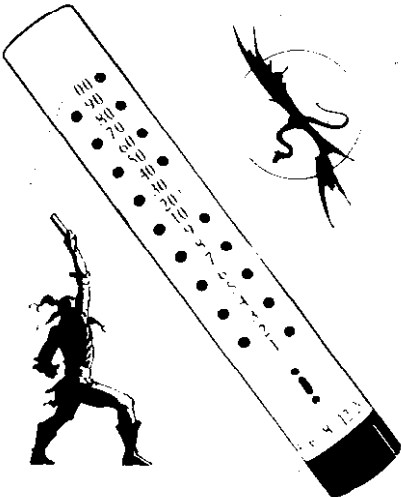
Anyone beholding Echidna must save
(as if vs. a spell cast by a magic-user of
(Text continues on page 14)

WHO'S WHO IN MEDUSA'S FAMILY: Medusa (1), who was beheaded by Perseus, produced Pegasus (2) and Chrysaor (3). Chrysaor wed Callirhoe (4), producing Geryon (5) and Echidna (6). Geryon, according to Spenser, bred Geryoneo (7), whose mother is unknown. The offspring of Echidna and Typhon (8), were several foul monsters: Orthus (9), Cerberus (10), the Lernaean Hydra (11), and the Monster of Geryoneo (12). Echidna and Orthus produced the Theban Sphinx (13) and Nemean Lion (14). The Hydra, whose mate is unknown, bore the Chimaera (15). Finally, the parentage of the Blatant Beast (16) is disputed, being either the offspring of Cerberus and the Chimaera, or of Echidna and Typhon.






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20th level) or else flee in panic. She has infravision and is unaffected by *charms* of any sort.

Echidna can employ any of these three powers, one at a time, as often as desired: *Darkness*, *Silence 15' Radius*, and *Plane Shift*. Once per day she may cast the following spells: *Continual Darkness*, *Lose the Path*, *Symbol* (Hopelessness) and *Symbol* (Insanity, specifically melancholia). All of her magical abilities are performed as a 20th-level spell caster.

The monster customarily fights with her two claws, but if forced to hunt in the open she prefers a medium lance and large shield (improving the armor class of her human head and upper body accordingly).

Echidna is solitary and resents any intrusions. She is described by Hesiod as:

"... the divine and haughty Echidna, and half of her is a nymph with a fair face and eyes glancing, but the other half is a monstrous snake, terrible, enormous and squirming and voracious, there in earth's secret places. For there she has her cave on the underside of a hollow rock, far from the immortal gods, and far from all mortals."

(Theogony, 297-302)

Echidna bred several monsters by Typhon (not the fratricidal Egyptian god of evil, but a like-minded chaotic monster-deity, thrown by Zeus into the underworld and trapped there forever). Typhon was a humanoid, tall as a mountain, of earthshaking proportions and strength; from his shoulders sprang 100 serpent heads which spake the speech of gods, bellowed, barked, roared and whistled in the name of "Typhaon, the terrible, violent and lawless."

ORTHUS

"First she bore him Orthus, who was Geryones' herding dog, ..."

(Theogony, 309)

This is the two-headed dog of Geryon, killed by Hercules. To portray Orthus in AD&D terms, use the Monster Manual description of the war dog, with these differences:

FREQUENCY: *Unique*

NO. APPEARING: 1

ARMOR CLASS: 4

HIT DICE: 7

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-12/2-12

SIZE: L

CERBERUS

"... and next again she bore the unspeakable, unmanageable Kerberos, the savage, the bronze-barking dog of Hades, fifty-headed, and powerful, and without pity."

(Theogony, 310-2)

The number of Cerberus' heads is variously 3, 5, or 50, according to different sources; see the DEITIES & DEMIGODS™ Cyclopedia for details of the beast as a 3-headed (most easily playable) monster. It was Hercules' twelfth labor to drag Cerberus up from the Underworld.

THE LERNAEAN HYDRA

"And third again she bore the grisly-minded Hydra of Lerna, whom the goddess white-armed Hera nourished because of her quenchless grudge against the strong Herakles."

(Theogony, 313-5)

Hercules killed the Lernaean Hydra, with the help of his squire Iolaus, as his second task. The monster is a water-snake rather than a legged reptile, but otherwise the creature conforms with the Lernaean Hydra as described in the Monster Manual.

THE CHIMAERA

"Hydra bore the Chimaira, who snorted raging fire, a beast great and terrible, and strong and swift-footed. Her heads were three: one was that of a glare-eyed lion, one of a goat, and the third of a snake, a powerful dragon."

(Theogony, 319-24)

This creature is essentially the same as the chimera described in the Monster Manual, except that its movement rate is 18"; that is, the beast has no wings but can run as fast as a wolf.

King Iobates of Lycia, with his realm being plagued by the Chimaera, commissioned the hero Bellerophon to slay her. Bellerophon succeeded, much to Iobates' delight — and survived, much to his chagrin. The monarch had wanted Bellerophon discreetly dead as a political favor to his majesty's son-in-law, King Proetus of Tiryns. The inconvenience of Bellerophon's survival was solely the result of Pegasus, instead of a mortal mount, having borne him into the battle.

THE THEBAN SPHINX

"But Echidna also, in love with Orthus, mothered the deadly Sphinx, the bane of the Kadmeians, and the Nemeian Lion"

(Theogony, 326-7)

The Theban Sphinx conforms closely to the Monster Manual listing for the Gynosphinx. She dwelt near Thebes and spent her time harassing passing natives, baffling them with her riddle, and then — while they were still in a confused state — pouncing upon and devouring them.

She was enraged when Oedipus gave her the answer to her riddle. Rather than admit defeat, the Sphinx killed herself in fury.

THE NEMEIAN LION

*"... the Nemean Lion
whom Hera, the queenly wife of
Zeus, trained up and settled
among the hills of Nemeia, to be
a plague to mankind.*

*There he preyed upon the tribes
of the indwelling people,
and was as a King over Tretos
and Apesas and Nemeia.*

*Nevertheless, the force of strong
Herakles subdued him."*

(Theogony, 327-32)

The first labor of Hercules was to slay the Nemean Lion. Use the characteristics for the spotted lion given in the Monster Manual, except for:

FREQUENCY: *Unique*

NO. APPEARING: 1

ARMOR CLASS: *Special (see below)*

HIT DICE: *50 hit points*

SPECIAL DEFENSES: *See below*

The Nemean Lion is invulnerable to weapons except for its own claws; by physical attack, the lion may only be suffocated or drowned. It is vulnerable to any appropriate detection spells. The beast should be allowed a saving throw vs. *Holy/Unholy Word* or *Time Stop* spells; all other non-asphyxiating spells are totally futile. The animal is surprised only on a 1. The Lion has no psionics, nor can it be harmed psionically. Upon his death, the lion became the constellation Leo.

THE MONSTER OF GERYONEO

This man-eating devil, the creation of Edmund Spenser, represents the Spanish Inquisition. She lives under the shrine to Geryon, defending the heathen idol and devouring sacrificial victims. Until the noble paladin Prince Arthur defeated her, no stranger had seen the monster and survived.

*"An huge great Beast it was, when it
in length*

*Was stretched forth, that nigh fild
all the place,*

*And seem'd to be of infinite
great strength:*

*Horrible, hideous, and of hellish race,
Borne of the brooding of Echidna
base,*

*Or other like infernal furies kind;
For of a Mayd she had the outward
face,*

*To hide the horror which did
lurke behinde,*

*The better to beguile whom she so
fond did finde.*

*Thereto the body of a dog she had
Full of fell ravin and fierce
greedinesse;*

*A lions claws, with powre and rigour
clad,*

*To rend and teare what so she
can oppresse;*

*A Dragons taile, whose sting
without redresse*

*Full deadly wounds where so it
is empight;*

*And Eagles wings, for scope and
speedinesse,*

*That nothing may escape her
reaching might,*

*Whereto she ever list to make her
hardy flight."*

(The Faerie Queene, V, XI, 23-4)

FREQUENCY: *Unique*

NO. APPEARING: 1

ARMOR CLASS: *5 (body)/2 (tail)*

MOVE: *6"/48"*

HIT DICE: *120 hit points*

% IN LAIR: *100%*

TREASURE TYPE: *See below*

NO. OF ATTACKS: *2 claws, 1 tail*

DAMAGE/ATTACK: *1-6/1-6/1-10 or
1-6/1-6/1-6*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *30%*

INTELLIGENCE: *Average*

ALIGNMENT: *Lawful evil*

SIZE: *L (body 8', tail 22')*

PSIONIC ABILITY: *Nil*

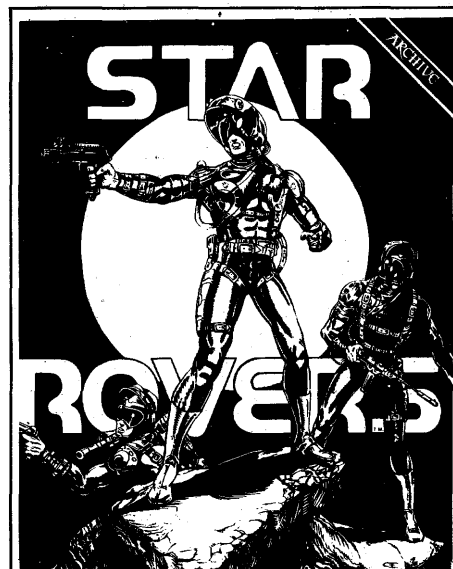
Attack/Defense Modes: *Nil; immune
to psionic attack*

The Monster of Geryoneo has a woman's face; the body of a giant dog; feathered wings of a Giant Eagle; leonine claws; and a long, heavy, draconian tail, with a stinger (not poisoned, but strikes at +2).

The monster fights and saves as a creature of 12 hit dice. Her tail will either be used as a thrusting weapon for 1-10 points of damage or as a cudgel for 1-6 points (50% chance of each). A successful hit by the tail in either attack mode may have a secondary effect, determined by rolling d8: 1 = opponent stunned for 1-12 rounds; 2 = opponent knocked prone for 1-8 rounds; 3-8 = no effect. (DM's discretion: Alter the dice rolls accordingly if the monster's victim is clad in anything less sturdy than splint mail and shield, AC 3).

If both claws sink into the same target, the creature will either rend her victim for 1-8 points of additional damage, or (25% chance) automatically disarm the adversary.

When a character is fighting with a magic sword of at least moderate power (DM's evaluation, with +2 as a suggested norm) and slashing at the body, a natural roll of 20 "to hit" has killed the fiend by disemboweling her. However, in such an instance, the vapors which will spurt out of her remains are poisonous: Every character closer than 30 feet to her at the time of her death, or any character who



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comes that close within a span of 10 rounds thereafter, must save vs. poison or die.

The vapors are considered to have dispersed after 10 rounds, assuming calm air and a sufficiently large volume for the gases to dissipate into — either the great outdoors or a vast underground cavern (such as the temple area is presumed to be). The DM should modify the duration of the poison's effect depending on varying circumstances. A relatively small chamber with small openings would serve to contain the poisonous cloud for more than 10 rounds, possibly for a number of hours. But if the creature is killed in this fashion while outdoors, even the slightest of natural air currents would carry the vapors away in less time.

The Monster of Geryoneo is only encountered within the temple she guards, or in the grounds near the shrine. The idol of Geryon which she watches over is made of solid gold and mounted on a massive altar of ivory.

THE BLATANT BEAST

This creature is a great dog with iron teeth and a hundred tongues, typifying slander. The Blatant Beast is the true scion of the gorgons and unmistakable issue of Typhon; however, as befits the epitome of deceit, his exact lineage is disputed. He is either the son of Cerberus and the Chimaera, or of Echidna and Typhon.

This scurrilous cur delights in despoiling monasteries and churches, ravaging maidens, causing chaos and pandemonium, spreading vile but unfounded rumors, and other simple pleasures of the evil life.

FREQUENCY: *Unique*

NO. APPEARING: 1

ARMOR CLASS: 5

MOVE: 12"

HIT DICE: 50 hit points (11 hit dice)

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: *Slander, festering wounds*

SPECIAL DEFENSES: *Only harmed by iron weapons; regeneration*

MAGIC RESISTANCE: *Invulnerable to all magic*

INTELLIGENCE: *Extremely cunning, but very unwise*

ALIGNMENT: *Chaotic evil*

SIZE: L

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil; immune to psionic attack

The Blatant Beast can make himself understood to all creatures capable of speech, simultaneously, and will harass and slander anybody regardless of alignment or station. Anyone or anything

within hearing and less than 4th level or 4 hit dice must save vs. poison; failure indicates that the listener believes the beast's lies with fanatical conviction, and must act accordingly. Those not abused by the beast's slanders and lies, and those who appear not to believe the fiend's claims about others, will be savaged by its physical attack.

"(he) ... spake licentious words and hatefull things

Of good and bad alike, of low and hie,

Ne Kesars spared he a whit, nor Kings;

But either blotted them with infamie, Or bit them with his baneful teeth of injury."

(The Faerie Queene, VI, XII, 28, 5-9)

Wounds caused by the beast's rusty iron teeth will not heal normally but will become infected and fester, causing the loss of 1-3 hit points per day for each wound so suffered. Magical cures will restore lost hit points to a victim as usual, but will not prevent further festering and infection on subsequent days. The only way to permanently cure these injuries is to:

"Abstaine from pleasure, and restraine your will;

Subdue desire, and bridle loose delight;

Use scantied diet, and forbear your fill,"

(The Faerie Queene, VI, VI, 14, 5-7)

In AD&D terms, this requires a greater degree of inactivity than described under "Recovery of Hit Points" on p. 82 of the Dungeon Masters Guide. The victim cannot engage in combat, spell casting, or any other strenuous activity. Beyond that, the victim must voluntarily quarantine and restrict him or herself: No activity which brings pleasure to oneself is allowed, and only a minimum amount of necessary nourishment should be taken. Total bedrest and abstinence is neces-

sary, for a period of time long enough to restore any hit points lost (and not yet cured magically) from either the original wound(s) or the festering and infection. After that number of hit points is regained, further rest and recuperation under the less stringent requirements of the DMG will restore other hit points as usual.

The Blatant Beast will flee from any honest or courteous Paladin questing after him, especially if the hero is of obvious nobility, unless cornered.

The monster may only be affected or conquered with implements and weapons of iron. It regenerates damage done by iron weapons or implements at the rate of 5 points per round, as its father/brother Cerberus does.

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four myths from greece

atalanta

**9th-level fighter
or 9th-level archer**

ALIGNMENT: *Chaotic good*

HIT POINTS: 98

ARMOR CLASS: 6

NO. OF ATTACKS: 3/2 or 3 arrow shots
per round

DAMAGE/ATTACK: *By weapon type*
(+3); arrows do double damage

HIT BONUS: +1; +3 with bow

MOVE: 15" (see below)

PSIONIC ABILITY: Nil

STRENGTH: 18 (02)

INTELLIGENCE: 15

WISDOM: 14

DEXTERITY: 19

CONSTITUTION: 18

CHARISMA: 17

In ancient Greece during the time Jason was alive and sailed with the Argo-

nauts, a daughter was born to a man who had been longing for a male child. In disgust he left the infant in the wilderness to die; however, a she-bear found the girl and brought her up as its own.

Some hunters discovered the wild child years later and completed her education by teaching her the arts of archery and battle. Atalanta, as she came to be called, developed into a courageous and daring woman devoted to a life of adventuring. Set upon once by two rapacious centaurs, she slew them both with two unhurried arrow-shots.

In the nearby country of Calydon, a wild boar was sent by the goddess Artemis to ravage the land when the Calydonian king neglected to make the appropriate sacrifices to her. The king called upon all local heroes to show themselves for a hunt to destroy the boar. When Ata-

lanta came to the hunt wearing no armor and carrying only a longbow and an ivory quiver of arrows, many of the other heroes grumbled and complained. The king ordered the hunt to proceed nonetheless, and it turned out to be good for the hunters that Atalanta went with them.

The giant boar surprised the company of hunters in the wilderness. Three men died quickly, either from the boar's attacks or from wayward javelins cast by other hunters, before Atalanta made the first successful attack upon the boar with an arrow. Another hero, Meleager, charged the slowed and wounded beast and ran it through the heart. Though technically Meleager slew the boar, the hide was given to Atalanta at his request, since she was the first to draw blood from the beast.

Thereafter Atalanta's career continued

Daedalus

Sage/Engineer-Architect

ALIGNMENT: *Lawful neutral*

HIT POINTS: 31

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACKS: *By weapon type*

HIT BONUS: *Nil*

MOVE: 12"

PSIONIC ABILITY: *Nil*

STRENGTH: 15

INTELLIGENCE: 19

WISDOM: 15

DEXTERITY: 17

CONSTITUTION: 15

CHARISMA: 16

Daedalus was the greatest of the sages of ancient Greece, a man possessed of matchless ingenuity and a restless curiosity. An Athenian by birth, it is said that he was responsible for the invention of the axe and the saw in the Grecian universe.

Early in his career he helped define the forms of the statues which mortals carved of the Olympian gods: Whereas before the idols were rather formless and only vaguely resembled their representative deities, Daedalus made them more human in appearance, adding physical features like arms and legs.

In an argument with his nephew, a rival architect in Athens, Daedalus killed his relative and fled Greece to the island of Crete, to seek sanctuary in the court of the mighty King Minos. Minos charged Daedalus with the responsibility of constructing a prison for a monster that lived with him in the palace. The god Poseidon, angered by being slighted by King

Minos, had caused Minos' wife Pasiphae to give birth to a creature that became the first and most powerful of all the minotaurs.

The Minotaur was a savage, man-eating beast, and required a place to live that enabled it to be kept under control. Daedalus drew up plans for an enormous maze, or labyrinth, to be built to contain the Minotaur. The maze was so complex that not even Daedalus could figure out how to get out of it, and Minos was much pleased.

As time passed, however, Daedalus grew disenchanted. When the hero Theseus (see the DEITIES & DEMIGODS™ Cyclopedia) appeared on Crete to slay the Minotaur, Daedalus was approached by Ariadne, Minos' daughter, who had fallen in love with Theseus and wished to help him on his quest. Daedalus gave Ariadne a ball of thread, and instructed her to have Theseus unwind it as he went through the maze, thereby enabling him to find his way out again. Theseus did so, killed the Minotaur, and left Crete with Ariadne and her sister.

King Minos discovered the plot and ordered Daedalus and his son, Icarus, imprisoned within the immense labyrinth. This did not stop Daedalus for long. Observing the flight of birds from a tower window in the center of the labyrinth, Daedalus made notes on their method of flight and soon constructed two pairs of artificial wings for himself and his son.

After fastening the wings on with wax, Daedalus and Icarus leaped from the tower and flew to freedom. Icarus, however, ignored his father's warnings about

going too high and risking having the wax on his wings melt from the heat of Apollo's chariot, the Sun. The wings parted from the youth's shoulders, and he fell into the sea and drowned.

Saddened, Daedalus went on to Sicily, where he lived in the court of the king there.

Daedalus, in AD&D™ terms, may be treated as a Sage, as outlined in the *Dungeon Masters Guide*. He has, like all Sages, eight four-sided hit dice and attacks as if he was an 8th-level magic-user, probably using a staff or a dagger. There is a good chance (80%) that he will be unarmed when encountered, and he has no use for armor.

Daedalus has two minor fields of study, *Humankind* and *Supernatural/Unusual*. His major field is the *Physical Universe*, with special categories of *Architecture & Engineering*, *Mathematics*, and *Physics*. He will not take service with anyone, since he is already employed (by the Sicilian monarch), but will be willing to help any adventurers (for the proper fee) should their business be considered important enough by him and his king. He can construct artificial wings that will perform as if the user was under a *Fly* spell (with the same limits on duration). He will react poorly to people who threaten him or set themselves up as rivals to him in any way.

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Written by Roger Moore

in the same heroic vein. Some legends say she took part in the quest for the Golden Fleece led by Jason, but there is not much evidence for this. At the funeral games held for Jason's uncle Pelias, after the Argonauts returned, Atalanta took part in the wrestling matches and defeated the hero Peleus, who was to be the father of Achilles.

Atalanta is tall and slim of build. She dresses simply, in robes that do not hamper her movement, and her hair is kept in a sort of pony-tail knot.

Though she has apparently done little to make herself more attractive to men, Atalanta's ability at athletics seems to make her all the more desirable, and she has no end of suitors. This problem is one she has easily tackled by declaring that she will only marry a man who can beat her in a foot race. Atalanta has such

skill at running long distances that she can beat any person she is racing against so long as no "unfair" (magical) tactics are used — and Atalanta will not marry or even acknowledge the winner of a race that was run unfairly.

Atalanta does not care much for love herself, being immersed in the adventuring life. When grappling for sport or in battle, she gains a +20% bonus to her base score to grapple, and a +10% bonus to the grappling table score to determine what hold she has obtained.

Atalanta also may be treated as a 9th-level Archer (see DRAGON™ #45, p. 32-36). All abilities remain the same, but her bonuses to hit and damage with a bow and arrow are changed as follows (including all adjustments for strength and skill, and including the -2 and -5 penalties for medium and long range):

Point-blank range (1"-5"): +9 to hit and +7 to damage.

Short range (up to 21"): +8 to hit and +6 to damage.

Medium Range (up to 42"): +4 to hit and +2 to damage.

Long Range (up to 67"): +0 to hit and +1 to damage.

Atalanta is assumed to have made her own bow and arrows, enabling her to add her strength bonuses into her point-blank and short range scores to hit and damage. As Greek heroes and heroines go, Atalanta is perhaps one of the best examples of what an archer character would be like. Whether she can use any magic-user spells or not is up to the DM's discretion.

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Written by Roger Moore

the sybil of cumae

16th-level cleric

ALIGNMENT: *Lawful good*

HIT POINTS: 56

ARMOR CLASS: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

HIT BONUS: *Nil*

MOVE: 12"

PSIONIC ABILITY: 190

Attack/Defense Modes: *D, E / F, H, J*

STRENGTH: 13

INTELLIGENCE: 17

WISDOM: 18

DEXTERITY: 13

CONSTITUTION: 18

CHARISMA: 16

In ancient times the word "Sybil" was the title of an order of priestesses of Apollo. Though there were small temples to Apollo scattered around the ancient world, the largest and best-known was the oracle of Delphi, where a number of priestesses lived under the supervision of highly trained priests. Often poor farm girls, chosen for their strong constitutions, the sybils were trained from childhood for the rigorous task of giving the God's oracles. Occasionally, a particular priestess would grow so wise in her old age that she would live as a hermit and tend a shrine in a lonely spot. Such a priestess is the Sybil of Cumae.

Though this Sybil's real name is Deiphoebe, daughter of Glaucus, she has served her god for so long that she prefers to be known simply as The Sybil. She is a stout, muscular woman, with a face heavily lined with age so that it resembles fine leather. She wears a long, simple, white tunic, belted at the waist with a strip of plain cloth, and wraps her head in a white scarf to keep off the sun.

When she walks outside, she carries a plain wooden staff, ostensibly to help her climb the rocky paths. At times, however, she gives foolish young people a good rap with the staff to make them think or hold their chattering tongues.

In general, her manner is brusque and impatient. Though she'll turn away no one who needs her aid, she is so old and so wise that she almost always views the normal concerns of men and other races as a waste of her time and theirs. She can be quite sarcastic. Once, when Aeneas the Trojan begged her to show him the way to the land of the dead, she replied: "Getting down to Hell is easy — it's finding your way back that's the real job."

The Sybil lives alone in the shrine of Apollo that she tends. Up on the side of a high cliff, overlooking the sea, stands a thick grove of trees, sacred to Hecate.

Within them is the golden shrine of Apollo. The doors of the shrine open into a huge cave, cut out of the cliff, and fissured with a hundred cracks, all echoing and booming with strange voices and the noises from the sea far below.

The Sybil will aid parties of good player characters in the usual clerical ways. She will give oracles to any characters, though those of evil alignment will not receive a very clear or helpful answer from Apollo.

The Sybil can, in special circumstances, open gates to the outer planes and even accompany parties there.

The DM may make up The Sybil's spells to suit his or her campaign, or he/she may employ this suggested list:

First level: *Bless, Command, Detect Evil, Detect Magic, Light, Remove Fear, Resist Cold.*

Second level: *Augury, Chant, Hold Person, Know Alignment, Resist Fire, Silence 15' Radius, Speak With Animals.*

Third level: *Animate Dead, Continual Light, Cure Disease, Dispel Magic, Prayer, Remove Curse, Speak With Dead.*

Fourth level: *Detect Lie, Divination, Exorcise, Lower Water, Protection From Evil 10' Radius, Tongues.*

Fifth level: *Commune, Plane Shift, Raise Dead, Quest, True Seeing.*

Sixth level: *Find the Path, Part Water, Speak With Monsters.*

Seventh level: *Gate* — but as a special spell, described below.

The Sybil's psionic disciplines are the major sciences of *Astral Projection* and *Dimension Door* and the minor devotions of *Precognition* and *Detection of Good or Evil*.

Although Apollo demands that the Sybil give oracles to all who ask, he also demands a large donation to his temple. Anyone who tries to pinch coppers with the god will receive a misleading and possibly dangerous answer. The DM should examine the party's wealth and have Apollo demand as much as they can pay. (Oracles are an excellent way of bleeding excess cash from a campaign.) A standard sort of gift at Delphi was golden bejeweled bowl, set on a carved silver stand, the whole worth about 10,000 gp. A poor but honest farmer, however, can offer a dozen eggs and receive treatment equal to a prince's. If Apollo accepts the gift, the Sybil will give one oracle per day, using the following procedure:

The Sybil leads the postulant alone to the back of the cavern among the booming voices. There she goes into a trance, which is broken when she cries out: "Behold the god!" Her whole body trembles; her hair stands on end; she throws herself about and moans wildly. At this

point, the postulant must make a saving throw, at a bonus of +2, as for a *Fear* spell, or he will run screaming from the cavern.

Once this first fit passes, the Sybil will speak in a hollow male voice, unlike her own, and demand the question from the postulant. She then answers it, as clearly or as cryptically as the DM wishes. (Bear in mind the most famous Sybilline response: When the Persians asked if they should invade Greece, another sybil replied: "If you do, a great empire will fall." The Persians, as rash as many an AD&D character, decided that of course she meant the Greeks. She didn't.)

The Sybil of Cumae has a special power not usual among sybils: the ability to open gates to other planes. Since this power is a special gift from Apollo, The Sybil's *gate* ability is very different from the standard clerical *Gate* spell. For one thing, it doesn't attract the attention of any dwellers on the plane in question. For another, up to three persons may carry weapons, though the weapons may or may not be of any use on the plane in question. Because of these differences, the DM should refer to this power by another name than *Gate*, such as "*The Rite of Opening the Other Worlds*."

Persuading The Sybil to open a gate isn't as easy as asking for an oracle. She will never open one for what she considers a frivolous reason, such as the simple seeking of treasure, nor will she open one for any character not of good alignment. She will cast a *Know Alignment* spell to confirm this if necessary.

An eligible character has a base chance of 20%, plus or minus his or her charisma adjustment, to persuade The Sybil to open a gate. A number of modifying factors are taken into account as bonuses or penalties to arrive at the character's chance of persuasion. If a number rolled on percentile dice is equal to or less than the chance of persuasion, the Sybil agrees to open a gate. The modifiers are:

Character's alignment:

Lawful good: +10%

Neutral good: -5%

Character's class:

Paladin: +10% (not including

lawful good bonus)

Cleric: +10%

Thief: -10%

Character has been *quested* to visit this plane by:

Lawful good cleric: +15%

A deity of good alignment: +20%

Apollo himself: +50%

The journey will:

save the PC's life: +10%

save the lives of others: +25%

benefit others: +15%

The journey will defeat an evil power: +25%

The character is willing to undertake a *quest* for Apollo in return: +50%

A lawful good character has a chance of persuading The Sybil to accompany him or her on the journey. Make a second roll of percentile dice, using a base chance of 15% and appropriate modifiers.

Characters whom The Sybil helps must supply sacrificial animals for the gate ritual. These must be young, in perfect health, and without blemishes, and cost twice the usual prices for animals in the campaign. Though Vergil is vague on this point, presumably farmers living near the shrine make a good living supplying animals to characters. For gates to planes of evil alignment, the animals are black bulls; for neutral, gray sheep; for good, white horses. The ritual requires either 4, 8, 12, or 16 (d4 x 4) animals.

The gate ritual takes place at sunset on the cliff top in a grove sacred to Hecate and Apollo. While the character holds a bronze basin to catch the blood, The Sybil cuts the throats of the animals with a bronze knife. A fire is lit on the altar, and the choicest bits of meat are wrapped in fat and laid to burn as offerings. The Sybil then cries out: "Be far from us, oh ye profane ones!" Anyone not passing through the gate must leave immediately or be struck mad, following the Insanity table on page 83 of the *Dungeon Masters Guide*. After the area is cleared, The Sybil begins to *chant*. As the moon rises, the

gate to the chosen plane opens before the character and the party.

Whether or not The Sybil accompanies them on the entire trip, she always leads party members to the door of the desired plane. In her presence, the Astral Plane appears a dark, damp cave with insubstantial monsters lurking in the corners. A good touch for the DM: Fill it with the shades of all monsters the party killed in previous adventures; classical chimeras and minotaurs will do, however. These monsters cannot harm the party in The Sybil's presence.

On the far side of the astral "cave" is a gray, fast-flowing river. Wading through it brings the party to the plane they seek. After the journey, as the party returns to this river, they see The Sybil waiting on the other side if she hasn't accompanied them. No matter how long the adventure in the plane seems to take, it will be dawn of the next day after the ritual when the party returns to The Sybil's presence.

Since The Sybil's shrine is filled with rich offerings, characters might be tempted to rob it. If anyone is this rash, or foolish enough to insult or injure The Sybil herself, Apollo will take a personal revenge. He afflicts not only the offending character but also his or her party with the curse of Apollo, a rotting disease similar to bubonic plague. First the

god strikes the animals and servants of the party with his black-tipped arrows. They sicken and die within 2-8 days. Henchmen are next, dying within 2-8 more days. If the party is stupid enough to misunderstand what's going on, they suffer the same fate if preventive measures are not taken. At this point, The Sybil or another such priestess if The Sybil is dead, demands retribution.

If the party begs the god's forgiveness, returns all stolen treasure, and offers atonement, the disease of the curse is merely severe, not terminal, as on page 14 of the DMG. Atonement includes a large ransom to a temple of Apollo and undertaking a dangerous quest at the god's will. Since Apollo once slew the monster Python, killing a particularly loathsome monster without gaining experience points might also be a suitable atonement.

BIBLIOGRAPHY: The *Aeneid* of Vergil, Book VI, for Deiphoebe herself and the rite of opening the Underworld. Two particularly dramatic examples of Apollo's curse appear in the *Iliad*, Book I, and the *Aeneid*, Book III. Par Lagerkvist's short novel, *The Sybil*, is an imaginative reconstruction of the life of another sybil at the Delphic shrine.

Written by Katharine Kerr

chiron

15th-level centaur ranger
with clerical and sage-like abilities

ALIGNMENT: *Lawful good*

HIT POINTS: 125

ARMOR CLASS: 2

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type (+3)*

HIT BONUS: +2 (+3 with missiles)

MOVE: 18"

PSIONIC ABILITY: *Nil*

STRENGTH: 18 (71)

INTELLIGENCE: 18

WISDOM: 18

DEXTERITY: 16

CONSTITUTION: 18

CHARISMA: 18

In ancient Greece, before the Trojan War, lived an immortal centaur named Chiron who was good-natured and wise, unlike the marauding sorts of centaurs common to the area at the time.

Chiron was educated by Artemis and Apollo in the arts of hunting and medicine. His fame and skill increased to the point where he was universally revered by gods and mortals alike; many people brought their children to him to have him teach them in turn what he knew. Among his pupils were such heroes as the hunter Actaeon, the adventurer Jason, and the warriors Peleus and Achilles. Another pupil, Asclepius, became a renowned

doctor and healer, and learned so much that he was able to raise men from the dead. The Olympian gods took affront to this, and Zeus slew him, though Asclepius later became the god of medicine.

Chiron may be found, if any AD&D™ adventurers are able to get to ancient Greece, living in a triple-normal sized colony of centaurs which he rules. Neither he nor his pupils are troubled in the least by other centaurs, who respect Chiron mightily. Chiron uses standard centaur weapons as well as a shield; his dexterity reduces his armor class from the front to the equivalent of plate mail and shield on a human.

Chiron functions in all ways as a ranger, though normal centaurs cannot operate in this class. His spells may be chosen by the DM, either at random or through purposeful selection.

As a healer, Chiron functions as a 12th-level cleric, using only curative spells (but he cannot raise the dead). His healing abilities are not truly magical and are manifested through the use of natural materials, drugs, ointments, and bedrest.

Chiron is very knowledgeable about a variety of topics. If pressed for information, he will function as a Sage with the major fields of *Humankind*, *Centaurkind*, and *Supernatural & Unusual*. His minor

fields of study are in *Flora*, *Fauna*, and the *Physical Universe*. Chiron may be considered to have as his special categories the fields of *Philosophy & Ethics*, *Weaponry & Warfare*, *Medicine*, and *Metaphysics*. He may have a wide collection of teaching materials to aid him in his classes, gathered from all parts of the environs of Greece and its neighbors.

Any character who spends a year under Chiron's instructorship will gain one point of wisdom; if the character is a member of the fighter class, or a cleric type dedicated to a Greek deity, he or she will also gain one level of experience from the teachings. Chiron may accept favors or quests from characters in place of monetary payment for his services.

Chiron is immortal; if poison enters his bloodstream, it causes him great torment though it will not kill him. Chiron cannot be killed by any normal means (assume he regenerates all lost hit points at the end of each melee round, even if his total is reduced to zero or less during that round), and any who dare attack him risk the wrath of the Olympian gods and goddesses, as well as that of the entire local nation of centaurs.

BIBLIOGRAPHY: *New Larousse Encyclopedia of Mythology* (hard bound, Prometheus Press).

Written by Roger Moore



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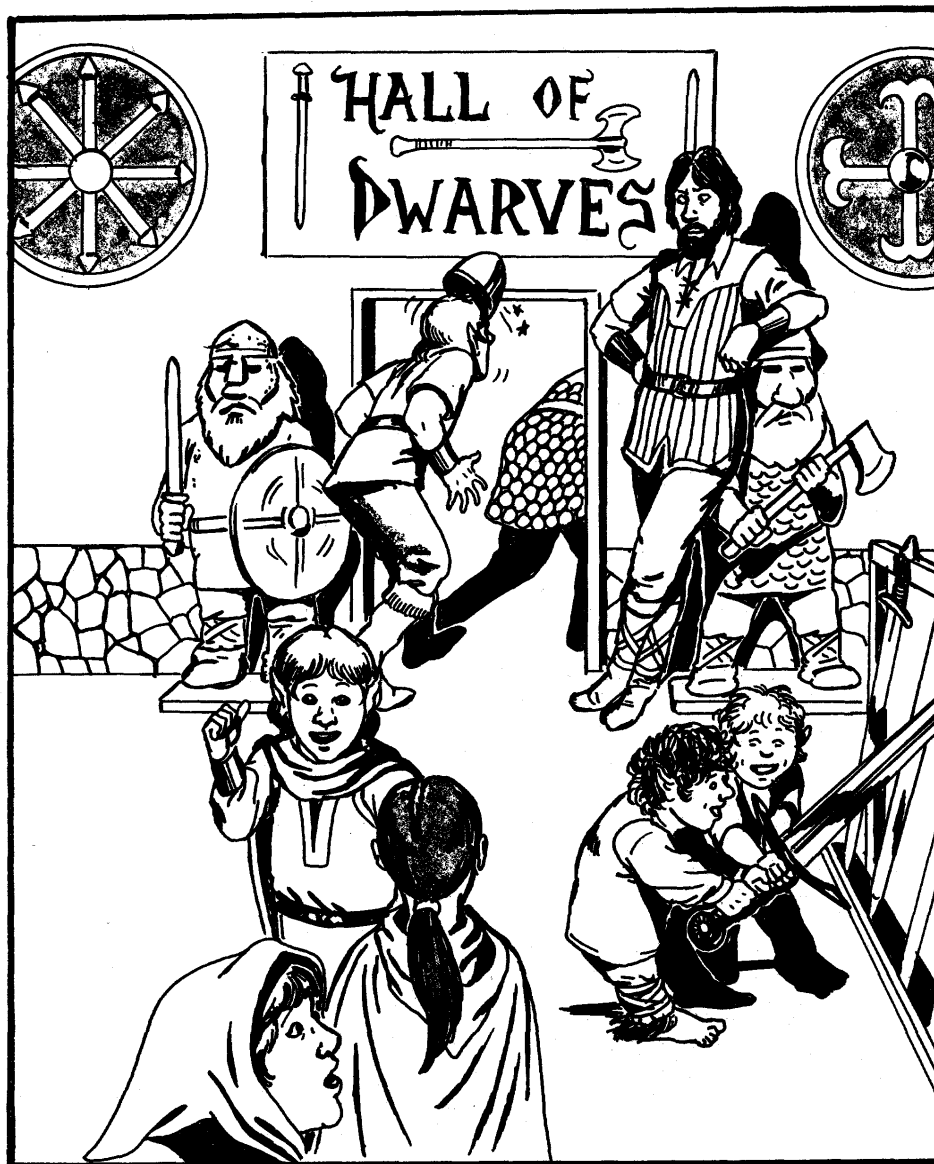
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D W A R V E S

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The dwarven point of view

by Roger Moore

As AD&D™ players know, the dwarves are a human-like race, standing about 4 feet high but weighing as

much as 150 pounds or so due to their broad build and musculature. Most people also know that dwarves prefer living underground in caverns and mines, they value gold highly, and they have beards (female dwarves are also said to be bearded). Their use of axes and hammers as weapons and their hatred of orcs and giants is also familiar. However, this limited amount of information is the extent of most people's awareness and knowledge of dwarves.

Scattered throughout the AD&D books and a number of other sources are other bits of information regarding this poorly understood race — information that may mean little in itself, but when put together presents in some detail an interesting portrait of a distinctly different race, one that does not share our human values and feelings on the topics of life and living. Much of the difficulty in getting to understand dwarves is due directly to their habit of separation from the affairs of other races. The dwarves are very much a race apart.

One of the most striking features of dwarven society is the inequality in numbers of males vs. females. Two out of three dwarves are male at birth, and this ratio continues to hold true as dwarves get older. The effect this has upon them reaches into nearly every aspect of their lives. Most male dwarves do not marry, but instead devote their lives to careers as craftsmen, miners, adventurers, and so forth.

Dwarves who do enter into marriage become exceedingly jealous and possessive of their partners, restricting the freedom each has in exchange for a life of devotion to each other and their children. Yet, though roughly half of all male dwarves are destined to go through life

as bachelors, they do not appear overly sad or frustrated. Their careers fill their daily lives as completely as would the presence of a wife, and appear to give them much the same satisfaction (particularly in the metal-working and jeweler crafts, for reasons to be given later).

How would a human society cope with an excess of males such as this? History reveals that at times such as this, human societies turn to warfare or extreme violence in order to bring the sexual imbalance back to normal. For dwarvenkind, however, a male-to-female ratio of 20 to 1 is normal.

Some dwarves, male and female alike, would not marry even if they had the chance, so immersed are they in their work. The greatest heroes and heroines of dwarvenkind have almost always been single, as marriage means the end of any outside occupations, especially adventuring. For a married dwarf to adventure or otherwise spend a lot of time out of the home is seen as a shirking of responsibilities and a disgraceful insult to the other partner of the lowest order, in effect saying that the partner (be it he or she) is not worthy of the other's affections. Much of this feeling is caused and reinforced by the basically lawful good nature of the dwarven fold.

By and large, dwarves are seen as possessive, single-minded, perhaps having a narrow range of interests, yet throwing all their energies into the seeking of their

goals. Dwarves are clannish, more so than most other races, and few make a habit of spending a lot of time among the company of non-dwarves for long periods of time.

A strong streak of materialism is present in the dwarven character, and they are sometimes notoriously jealous of what the own. Dwarves tend

to hoard their wealth, spending money only to make more money, and are very watchful of thieves, real and suspected. In dwarven society, there is but one penalty for pickpockets and burglars, and that is death — unless, of course, the thief is working for the dwarves against someone else.

Many dwarves are rather vengeful, and remember slights or insults long after they have ceased to matter to anyone else. They may well take opportunities to redress the situation when their enemies have been lulled into complacency. Little wonder that other races sometimes distrust dwarves more than they do goblins. Who knows, they ask, what a dwarf is really thinking of you?

To other intelligent races, dwarves are humorless, "dour and taciturn" (as the DMG puts it), and loveless except for a lust for more and more gold. Such is not true; there is much joy in a dwarf's life in such things as the birth of a child, the crafting of a beautiful jewel, or the forging and finishing of a great suit of armor or a matchless weapon.

Yet, it is true that for the most part, the life of a typical dwarf is fraught with ceaseless toil and labor; the dwarves' work ethic makes the human conception of the same concept appear lackadaisical. They pay a price for this drive, in terms of the many lines that fill their faces as they age. This price, however, is seen as a badge of honor among dwarves,

and adds in some sense to their satisfaction with themselves. Other races don't always see it this way (especially the elves, who would be sorely distressed to have to live such serious and hard-working lives). Those few who do admire the dwarves and uphold their achievements publicly will come to win their cautious gratitude, and in time may be counted in some manner as an "honorary dwarf" if they continue to actively support and champion dwarven causes.

Interestingly enough, there is some element of humor in the dwarven character, of a nature particular to themselves. Whenever dwarves have been responsible for the rescuing of persons of other races, there is inevitably some jesting and joshing to the effect that the victims wouldn't have had to be rescued if they'd been dwarves, or that the dwarves fail to understand what was so awful about the situation (regardless of how bad it was). Though two demons, a dragon, and an entire tribe or orcs be slain in the conquest, and the dwarves be immensely proud among themselves, they may put on a casual front to other races, and would appear to treat the whole episode as a light romp in the afternoon sun.

With all this in mind, one understands how dwarves on the whole have such low charismas when interacting with other races. Yet, on the positive side, dwarves possess a powerful tenacity, driving on when others have given up and left the race. Legends and tales abound of dwarves who dared the greatest obstacles and dangers in reaching for their goals, either to emerge victorious or end up utterly destroyed. A thing is either done or it is not, and there is no halfway about it. Dedication like this can often make the difference between success and failure for adventuring parties. Such an attitude can prove to be a great morale boost for groups of adventurers, particularly lawful good ones. How could one avoid winning, with a dwarf on one's side?

The natural tendency to suspiciousness in the dwarven nature has saved enterprises from disaster, much more often than it has led to the missing of a good opportunity. Dwarves take a great interest in seeing that the party and its valuables are secure from loss — a greater interest than most other peoples can willingly muster.

Dwarves abhor slavery and all forms of involuntary servitude; they never practice it among their own kind or against other races. Foes are either made to leave the area, coexist peacefully if they elect to stay, or else are slain. Those who make a practice of enslaving dwarves run the gravest risks; other dwarves who find this out will lay aside all differences to unite and destroy them, in a fairly short time, if at all possible.

Dwarves are one of the toughest of

racess, perhaps the most so. Poisonous substances don't affect them as much as they do other races. Dwarves do not use any magical spells, but this has proved to be a saving grace at times — such as when cursed rings fail to function when worn, giving them a chance of recognizing the cursed enchantments. Magical spells and magical effects of other sorts may be more strongly resisted by dwarves because of their non-magical natures. Their strength is also considerable and in battle serves to offset their short height. Though dwarves are not as agile as other races, this doesn't appear to affect them greatly in any way.

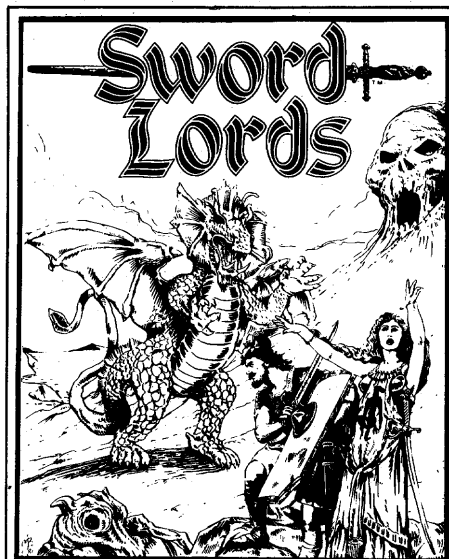
Earlier it was said that dwarves are a race apart. Indeed, they were created that way. The god Moradin, the Father of the Dwarves, is said to have fashioned them secretly of iron and mithral, in a forge in the fires at the heart of the world. No other god suspected what was happening, it is told, and when dwarves appeared upon the world the event was cause for great surprise among the other deities. Being a solitary god himself, it may be guessed that Moradin preferred it this way.

Moradin was able, through his skills, to give souls to the dwarves when he breathed upon them at their creation (also cooling them as they were taken from the furnace). This sets the dwarves in a group with only humans, gnomes, and halflings for company, of beings with souls instead of spirits (see the DEITIES & DEMIGODS™ Cyclopedia for clarification of these terms).

Because they are built from the substance of the earth itself, dwarves feel a strong affinity for the lands that lie under the ground, and they base their lives on working with the earth's resources.

One is struck, in the study of dwarven theology, by the relationship between procreation and metalcraft; perhaps more than one dwarven smith has looked upon a finished piece of work and felt as if he'd breathed life into the metal and given it a soul of sorts, as Moradin did so long ago. Some of the most popular dwarven-told tales concern an ancient smith who was able to do exactly that, somehow investing his creations with a life of their own. The story ends similarly to the Greek tale of Pygmalion and Galatea, with the smith fashioning a female dwarf from the most precious of metals and having her come to life. Thereafter, of course, they were married and he ceased to bother with his crafts, being now content.

Moradin is a proud and possessive god, who owns a hammer and armor that cannot be stolen or used by any other deity in the universe. It is clear that a part of him lives on in all dwarves. The emphasis on materialism is difficult for dwarves to rid themselves of. They feel that if they want a thing they must have it



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before them, be it a person, object, or experience. Fond memories do not suffice, and sometimes only serve to psychologically torture the dwarf, because he or she may be physically unable to obtain the thing again. Either a dwarf has something or he/she does not.

Lust for treasure motivates dwarven thieves more so than it does thieves of other races; little do dwarves care what was done to get the item. Because of the unequivocal penalties for stealing from other dwarves, dwarven thieves base most of their livelihood on stealing from other races (thereby worsening already touchy relationships). The knowledge that dwarves go through life only once (souls cannot be "recycled" as spirits can be) may also fuel the desire to get all one can out of life before one goes. (Or, as an infamous dwarven thief once put it, "Ya gotta reach for all the gusto ya can.")

When a dwarf dies, it is considered a dishonor for the body to go unburied. Dwarven communities bury their dead in great stone vaults after ceremonial cremation, symbolically returning the body to the Forge of Moradin and then to the earth, while the soul is freed to make its journey to the outer planes. The burial of weapons, armor, and magical items with the ashes, as well as gold and jewelry, is not common and is done only for dwarves of great importance.

The long-standing rivalry between dwarves and orcs, goblins, and giants, reflected in the combat skills dwarves have against these types and races of creatures, doubtless points to older rivalries between Moradin and the gods of those non-human creatures.

An investigation of theology reveals that hill giants are probably the greatest traditional dwarven enemies. For use against these huge folk, the clerics of Moradin may manufacture +3 *Dwarven Thrower* war hammers, something no other race can make.

In the DMG (p. 16) there is a comment to the effect that dwarves are more "forward" in their behavior toward females without beards, since dwarven women tend to be bearded too. This author would like to suggest that this statement be disregarded. It was not clear whether dwarven females or females of other races are being referred to, and in any case dwarves are not at all prone to mate with others outside their race. Those persons who have had the audacity to ask dwarves whether they like bearded or unbearded women best have usually been given stony stares — or, if the pollster is persistent and obnoxious enough, a first-hand demonstration of the high quality of the dwarven-made battleaxe and the skill with which one can be wielded. Such information was not meant to be

spread about indiscriminately. It may be conjectured that such matters are left to the personal preferences of each dwarf.

Two discrepancies appear in the various AD&D volumes concerning dwarves. Though dwarves may become psionic, Moradin is not; this may be accepted as Moradin's way of keeping his thoughts to himself, however. There is also the question of whether dwarven clerics (who must be fighters as well) can reach 7th or 8th level; this author strongly favors the idea that truly exceptional dwarven clerics may reach the 8th level if they have an 18 wisdom. Otherwise they can only become 7th-level clerics.

Information for this article was taken from the Players Handbook, the Monster Manual, the Dungeon Masters Guide, and the DEITIES & DEMIGODS Cyclopaedia. Paul H. Kocher's book, *Master of Middle-Earth* (Ballantine Books, paperback), was also helpful, though it concerns J.R.R. Tolkien's version of dwarves and not the conception of them given in the AD&D rules.

Dungeon Masters may use this article to standardize the roles and personalities of dwarven NPC's in his or her campaign, and players may use this information in role-playing their characters if they like. This article is a set of guidelines for playing dwarven characters, and not a set of rules.

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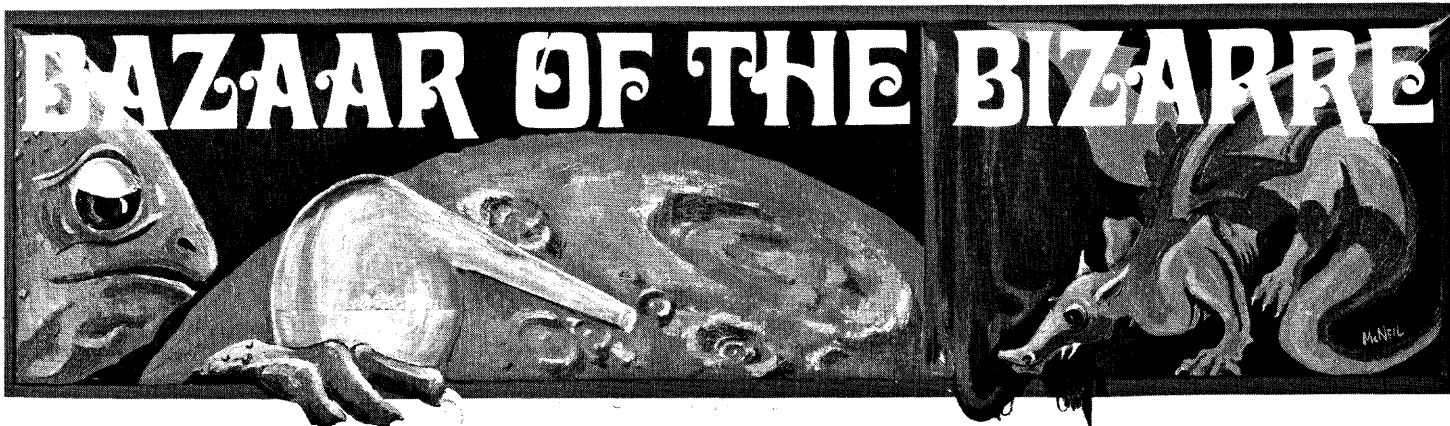
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High Anvil of the Dwarves

by Roger E. Moore

The skill of the dwarven folk at metalcraft is legendary, and through the ages they have continued to find ways of improving their abilities at smithing work. At some time within the last several centuries, dwarves learned the methods of creating a magical device that would make them more skilled as armorers, weapon makers, and smiths. The great cost of creating a High Anvil, however, has kept the number of these items down to a small scattering; only a very large dwarven enclave can afford to possess one of its own. High Anvils will never be found in the shops of dwarven armorers, weapon makers, or smiths who are located in cities and towns, where the danger of theft or damage to the anvil is too great.

The High Anvil is a large, elaborately carved anvil forged from an alloy of adamantite and steel. It radiates a faint aura of magic. The anvil weighs about 175 pounds and cannot be easily moved or carried; it is often fixed or welded to the floor of the main armory of a dwarven colony.

The workmanship involved in the forging and decoration of a High Anvil represents the best that the dwarves of the clan can offer. The anvil is frequently adorned with depictions of great events in the clan's history. While dwarves hold their High Anvils to be beyond price, a realistic appraisal of one's worth would probably range from 30,000 to 60,000 gold pieces.

When used for metalworking, the High Anvil adds +50% to the skill level of dwarven armorers (Dungeon Masters Guide, p. 29), and doubles their efficiency, effectively halving the construction time for any sort of metal armor.

Dwarven smiths using a High Anvil have their efficiency doubled in the forging of any item, and weapon makers may construct axes, swords, and the like at three times the normal rate by working them on the High Anvil.

Non-dwarven characters or creatures who use a High Anvil (a very rare occurrence, since dwarves are very protective of their treasures) will have +25% added to their skill as an armorer but will enjoy no other benefits.

The increases in skill level and decreases in construction time are not permanent for the characters involved, and only apply when a High Anvil is being used. Mithril and adamantite alloys may be worked with greater ease on a High Anvil, and any materials forged on a High Anvil are certain to be of high quality.

A High Anvil is created by a long and involved process of crafting and enchantment. The physical work upon the Anvil will take between 24 and 36 months, and can only begin after the members of the clan have taken 6-24 (6d4) months to decide on the anvil's shape, design, and decorations. Once the

anvil has been forged, it must undergo a ritual blessing by the most powerful dwarven cleric in the clan, and 4-16 (4d4) other clerical assistants. (The main cleric must be at least 6th level, and must be a member of the same clan as the dwarves who forged the anvil.) This blessing takes 5-8 days altogether, and the clan's patron deity is invoked for aid as part of the final enchantments.

A High Anvil is not commonly found in a treasure hoard. It might be discovered in the ruins of a dwarven stronghold, but even if a clan had been destroyed or driven off, another clan would attempt to keep the Anvil from falling into non-dwarven hands. Dwarves who do manage to gain possession of a High Anvil (from non-dwarves, of course, since dwarves do not steal from each other) will gain 10,000 experience points; the award is half as great for non-dwarves who come to own one.

Helm of Subterranean Sagacity (Dwarven Detector)

This magical helmet comes in one size only, which fits any dwarf's head tightly yet comfortably. It appears much like a normal great helm, and has some of the same basic characteristics (gives AC2 protection to head, but allows vision in only a 60° arc to the wearer's front). When worn by a dwarf, it bestows upon the wearer the following benefits:

Quickness and efficiency in detecting facts about an underground setting are improved, so that a dwarf need only spend one round (at most) concentrating on detection of some fact, instead of as much as one turn. Any attempt at detecting a specific fact (as per Players Handbook, p. 16) is made with a bonus of +1 to the die roll. The chance of detecting "grade or slope in passage" increases to 100% (4 in 4 instead of 3 in 4), as does the chance of detecting "new construction or passage/tunnel." The chance of detecting "sliding or shifting walls or rooms" is raised to 5 in 6, and the chances of detecting "traps involving pits, falling blocks and other stonework" and of determining approximate depth underground are both 4 in 6 (use d6, not d4, for these rolls).

It is possible for a gnome, halfling, or other small humanoid to put on the helmet. But because it doesn't fit as tightly on non-dwarves, the magically enhanced impressions are not transmitted accurately. Gnomes, halflings, and other similar creatures who attempt to use the helmet must *subtract* 2 from die rolls to determine success. Thus, a gnome wearing the helmet has his chances (PH, p. 16) of successful detection reduced to 60%, 50%, 40% and 30% respectively (use d10 for all determinations). A halfling wearing the helmet has only a 25% chance of success at determining an up grade or down grade (1 in 4 instead of 3 in 4), and a 30% chance (use d10) of determining direction.

The Dwarven Detector acts as a normal helmet at all times when its subterranean detection powers are not being used.



Why aren't ettins mentioned among the bigger creatures which attack dwarves and gnomes at -4?

Ettins may be big and dumb, but they don't suffer any penalty "to hit" against dwarves and gnomes because of the most obvious difference between ettins and other big humanoids: their two heads. In the words of the *Monster Manual*, "One of the ettin's heads is always likely to be alert, so they are difficult to surprise." And, presumably, also difficult to sneak up on in any other way.

* * *

Could an elf or dwarf who has reached the highest level possible use an *loun Stone* to gain further levels?

No. *loun Stones* do not contain powerful enough magic. None of the six stones which have the power to increase ability scores can make them better than the mathematical maximum of 18. Although no similar limit is specified for the power of the pale green stone which "adds 1 level of experience," it is unreasonable to assume that this stone can exceed the prescribed maximum (in this case, a maximum number of levels) when the others can't.

* * *

Are there any alignment restrictions for dwarves? The *Monster Manual* says they are lawful good.

Many of the particulars of the *Monster Manual* description of dwarves are intended only to strictly apply to non-player character dwarves. Alignment is one of these particulars: Not all player character dwarves have to be lawful good, just like not all player character dwarves have to have just one hit die, and not all player character dwarves will be "Very" intelligent.

No player character race is restricted as to what alignment a member of that race can be. The only restrictions placed on races concern what classes they can become — and some of those classes have alignment restrictions, but that's a different matter.

A player character dwarf can be a thief, an assassin, or a fighter, or certain combinations of those classes. If *all* dwarves had to be lawful good, no dwarf would be able to be a thief or assassin. Player character dwarves can theoretically be of any alignment, as long as it fits the rules for the class(es) they belong to.

Non-player character dwarves, as described in the *Monster Manual*, are considered differently. NPC dwarves will be predominantly, if not exclusively, lawful good in alignment. Virtually all of them, except for leader types, will have no more than 1 hit die, and virtually all of them will be above average in intelligence. Also note that the MM makes no mention of dwarven thieves or assassins being encountered in a large group; all of the higher-level dwarves in a group of NPCs are either fighters or fighter/clerics. If you play NPC dwarves "by the book," there

can never be dwarven thieves or assassins, and if those character types are included in an adventure or a campaign, the *Monster Manual* information (at least with regard to alignment, armor and weaponry in this instance) will have to be "modified" accordingly.

* * *

What would be a reasonable spread of races and sub-races for adventurers and NPCs? For instance, what would be the chance of a PC dwarf being a mountain dwarf?

The chance of a player character dwarf being a mountain dwarf is 100% — if the player wants to be one, and if no circumstances of the campaign prohibit such a choice. This decision is one a player can make for his character, although the simple desire to be a mountain dwarf is sometimes not enough to guarantee that the character will be a viable member of a group of adventurers. If the player knows something about the DM's campaign milieu beforehand, there may be obvious reasons why a mountain dwarf would not be a desirable character. If there are no mountainous areas in the DM's world, for instance, where (if anywhere) can a mountain dwarf call "home"? In a world consisting of nothing but oceans, deserts, plains and forests, it might be hard to justify the existence of *any* type of dwarves.

When the DM is deciding which races or sub-races his NPCs should be, he must take other things into account besides simple preference. First and foremost, for dwarves, the geography and topography of the environment will dictate whether a certain clan in a certain area is composed of hill dwarves, mountain dwarves, or maybe some hybrid of both. Other information gleaned from the rule books can be used to make things "fit" properly: For instance, if a band of halflings is located in close proximity to a clan of dwarves, it would be quite proper to designate them as stout halflings because of that sub-race's known affinity for dwarves. There are no "percentages" for the chance of a dwarf being a mountain dwarf, or a halfling being a stout halfling, because no set of guidelines could be developed that would be appropriate to every type of campaign.

* * *

Do dwarves rise to the 7th or 8th level of clerical ability? The *DEITIES & DEMIGODS™ Cyclopedia* (p. 108) and the *Monster Manual* (p. 35) either state or imply that 7th is the maximum, but the *Players Handbook* (p. 14) says 8th.

In his general article on dwarves in this issue of *DRAGON™* Magazine, Roger Moore suggests one logical answer to this problem: To resolve the discrepancy, it can be ruled that dwarven clerics with 18 wisdom can ascend to 8th level, while all others are limited to 7th level. In the final analysis, whether a campaign includes 8th-level dwarven clerics or not (regardless of wisdom score) is a matter of choice and circumstance. Per-

haps, if your campaign was begun with a pre-generated band of dwarves that includes characters who have 7th-level clerical ability (as per the Monster Manual), you might allow the possibility of those characters rising to 8th level. But such an advancement, if it is even possible, would take decades of game time to achieve. According to the age determination charts in the Dungeon Masters Guide, dwarven clerics who are established as NPCs are already almost 300 years old. If a dwarf has spent, say, 200 years rising from 1st level to as high as 7th level in clerical ability, then the advancement from 7th to 8th level is certainly not going to come about "overnight."

* * *

Why is the dwarven deity Moradin non-psionic while dwarves can be?

Again, Roger Moore tackled this problem in his article by suggesting that Moradin simply doesn't let on that he has psionic powers, preferring to keep his thoughts to himself. Without assuming so much about what kind of a guy Moradin is, the question can also be approached in this fashion:

Dwarves and halflings are the only characters besides humans who can possess psionic ability, and only dwarves and halflings of an "unusual" nature are eligible. "Unusual," in this case, can be taken to include those dwarves and halflings who have a small amount of human blood (due to some racial intermixing at some time in the distant past), which affords them the opportunity to have human-like psionic ability. (Why aren't psionics also possible for "unusual" gnomes, elves, half-elves, and half-orcs on the same basis? Because some factor which exists only in the biological makeups of dwarves and halflings makes the "passing on" of psionic potential possible.) Of course, any dwarf or halfling who is "unusual" in the genetic sense would also have to meet the standard qualifications for having psionics — intelligence, wisdom or charisma of 16 or higher, and so forth.

So, to answer the question, based on those assumptions: Moradin isn't psionic, just like the vast majority of dwarves are non-psionic, because the god and most of the mortals who worship him are full-blooded dwarves with no human blood in their background.

* * *

Concerning Moradin: "Worshiper's Align" for him is listed as "Lawful good (dwarves)." Does this mean that only lawful good dwarves may worship him, or that all dwarves and any other lawful good character may worship him?

Well, it can mean both of those things (not at the same time), and a few others besides. It depends on the circumstances of the campaign. If Moradin is the only dwarven god in the DM's pantheon, then dwarves don't have much choice if they want (or feel a need) to worship a dwarven deity. Non-lawful, non-good dwarves, such as player character thieves and assassins, might have difficulty adhering to Moradin's standards. However, if Moradin is the only dwarven god, and he knows he's the only dwarven god, and if those dwarven thieves and assassins don't have another acceptable deity to turn to, then Moradin might not look upon those dwarves with absolute disapproval, and could be expected to understand their plight. He *is* lawful good, after all, even if some dwarves might not be.

In a campaign with a more fully developed dwarven pantheon (possibly including those gods mentioned in the DEITIES & DEMIGODS Cyclopedica, and others; see the article on the following pages), where dwarves of non-lawful, non-good alignments can worship a more "agreeable" deity, then it is unlikely that Moradin would want to attract, or have to put up with, any dwarves who aren't lawful good.

General guidelines for how to run the deities of a campaign are virtually impossible to set forth because of the vast number of variables involved. But it is probably safe to say that there are

no foreseeable circumstances where a non-dwarf (even a lawful good non-dwarf) would worship Moradin. Likewise, the "right" to worship a certain non-human deity is generally limited to members of that particular race (with exceptions and additions as noted in the DDG book). But the prohibition can't always work the other way: Dwarves, for instance, can certainly worship human or other non-dwarven deities, if that deity's outlook, alignment, etc., are in accordance with the character's. So, while not all dwarves must necessarily worship dwarven gods, all the worshipers of any dwarven god will be dwarves themselves.

* * *

Can a dwarf use a long sword in one hand?

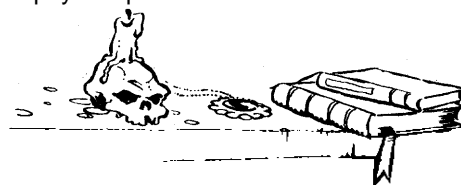
A dwarf is too short to use a bastard sword one-handed. Can a dwarf use it two-handed, and if so, does he strike every other round with it?

Whether a dwarf can use or carry any sword longer than a short sword is a matter of conjecture and contention. Certainly, a dwarf is capable of lifting and swinging a long sword, a broad sword, or a bastard sword. But the shortest of these weapons is almost as tall as the average dwarf. This makes such weapons unwieldy, even in the hands of a dwarf (or other diminutive humanoid) with above average strength or dexterity. No dwarf in his right mind would try to carry such a weapon around with him, unless he enjoys being overly encumbered and likes wearing his scabbard belt up around his shoulders. Any dwarf who tries to take a long sword down the dungeon steps is probably going to clank and clatter so much that he'll be a walking lure for wandering monsters. Other player characters aren't going to put up with this sort of situation for very long, if at all.

If a dwarf finds himself unarmed in the midst of melee and there's a long sword lying on the floor nearby, nothing's to prevent him from grabbing it and flailing away. But he isn't going to wield it *well*: For one thing, he can't possibly be proficient in the use of such a weapon. And in addition to the customary penalty for non-proficiency, the DM might justifiably tack on penalties to the weapon speed factor, its adjustment against certain armor classes, and its damage figure. Even if a dwarf is able to manipulate a long sword or broad sword and score a hit despite all the penalties attached to the attempt, he might be unable to bring the weapon to bear on a target with any more effectiveness than if he were wielding a short sword — and perhaps the damage figure would be adjusted even lower (for instance, a maximum of 1-6 per hit against any size opponent).

Whether or not a dwarf can use a long sword or a broad sword with one hand, or a bastard sword with two hands, is a topic that calls for more interpretation by the DM. If you choose to allow a dwarf to employ a long sword with one hand, then you'll have to make a different set of penalties for one-handed or two-handed use of the weapon, and make the one-handed penalties stiff enough so that it's highly advisable to use the weapon with both hands if it is used at all. The penalties that might accrue to a dwarf trying to use a bastard sword with both hands might be so great as to make it mathematically impossible for the character to score a hit — but that shouldn't prohibit him from trying. He'll learn his lesson soon enough, if he survives that long.

In matters like this, where the rules provide no specific allowances or prohibitions, logic and common sense must rule. It is enough for a Dungeon Master to *discourage* the use of long swords by dwarves by administering logical and sensible penalties to the attempt, rather than issuing an outright proclamation against such activity. Let players do what they want, as long as they're willing to pay the price...



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The gods of the dwarves

by Roger Moore

nature and beliefs as the human pantheons reflect that of their human worshippers. In describing the dwarven pantheon, several distinct differences are evident between it and usual human religions.

All of the greater dwarven gods are at least twice as tall as normal dwarves, ranging all the way up to Moradin's 20-foot height. Though some human observers and reviewers have said this is an indicator of an inferiority complex dwarves have about their height, this claim is patently ridiculous. More likely it reflects the dwarves' own sense of self-importance (perhaps a little exaggerated, from the human viewpoint). Dwarves refuse to see themselves as a "minor race," and indeed, there is much to support the view that the dwarves are one of the most powerful of all races (perhaps second only to humanity). Lesser dwarven gods are generally shorter than the greater gods; demigods are roughly normal dwarven height, and no dwarven deity is taller than Moradin, the Soul Forger.

Another interesting aspect of dwarven religion is that the holy symbols used are invariably non-living objects: tools, weapons, mountains, minerals, and so forth. This derives in large part from some of the teachings of Moradin, who ruled that the dwarves must hold no other race above them; having an animal as a symbol would then be a way of saying that animal was better than the dwarves. Likewise, Moradin said that the dwarves should not ever worship each other, so no dwarf or part of one is used as a holy

One of the most powerful of all the non-human pantheons is that of the dwarven fold, and it well reflects their

symbol, either. Dwarves should take pride in their own achievements, and respect the earth from which they came; thus tools, weapons, and so on were developed and used as religious symbols.

Five of the most commonly accepted dwarven deities are described in this article. A description of Moradin, invariably the ruler of all dwarven pantheons (though he may be known by several different names) is found in the DEITIES & DEMIGODS™ Cyclopedia. There are many dwarven gods and demigods, some of which may be connected with certain planes or areas all their own. Every clan of dwarves has a pantheon that will vary from every other clan's pantheon (leaving Dungeon Masters quite free to develop their own pantheons and not worry about anyone else's).

Some final notes about dwarven gods in general: All dwarven gods possess double charismas, one applying to dwarves and other dwarven deities, and the other to everyone else. Just as the dwarves hold themselves as a race apart, so do the dwarven deities keep themselves generally aloof from the workings and dealings of other pantheons (with a few exceptions, as will be seen).

Most of the lesser deities and demigods of the dwarves are involved with the spheres of fighting, warfare, guardianship, the earth, metals, craftsmanship, earthquakes and volcanoes, fire and lava, the protection of the dead, medicines, and strength. Only very few, if any, deities known in dwarven pantheons have anything to do with the

sea, the air and atmospheric phenomena (rain, clouds, stars, etc.), plant life and forests, comedy, any animal, or chaos.

Most dwarven pantheons do include at least one lesser god, very obese and with a ratty beard — the god of alcohol and fermented beverages. These particular neutral gods could in some ways be said to be comic gods, though few dwarves would say so. Certainly the tales of their antics are seen as comic by the other demi-human races. Dwarves who worship these deities are probably heavy drinkers, and the usual way in which these beings are worshipped is to simply go to the nearest tavern, get blind drunk and make a fool of oneself. The names of these deities are different from clan to clan, though there is some evidence that many of these names (Budwizr, Koorz, Mo-ghan Davit) may actually represent the same being.

Dwarves on rare occasions worship deities from other pantheons. In particular, Goibhnie (of the Celtic mythos) and Hephaestus (of the Greek) draw much favorable attention from dwarves, as they represent powers of smith-work and the earth.

CLERICAL QUICK REFERENCE CHART

Deity	Sphere of control	Raiment	Body	Color(s)	Holy days	Sacrifice/Propitiation Frequency	Form
Moradin	all dwarves	silvered helm	chainmail	earthy	crescent moon	monthly	melted metals
Clanggedin	war, battle	war helm	chainmail	silver	before battle	before battle	weapons
Dumathoin	secrets, earth	bare	leather	brown	new moon	monthly	gems & jewels
Abbathor	evil, greed	leather cap	leather	red	solar eclipses	annually	blood & gems
Vergadain	suspicion, trickery	helmet	chainmail	gold	full moon	monthly	gold
Berronar	safety, truth	silvered helm	chainmail	silver	new year's day	annually	silver

Information on Moradin's worship was taken from the DEITIES & DEMIGODS™ Cyclopedia. None of these dwarven gods has a sacred animal. Moradin is worshipped at forges and hearths; Clanggedin is worshipped on the battlefield, and the rest are worshipped in underground temples carved from natural rock. Only male dwarves may become clerics of the male dwarven deities, and females become clerics of the female ones.

Rapper

Undead dwarf

FREQUENCY: *Very rare*
 NO. APPEARING: 1-4
 ARMOR CLASS: 2
 MOVE: 9"
 HIT DICE: 4
 % IN LAIR: 95%
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-9 or by weapon
 SPECIAL ATTACKS: *Insanity, loss of direction*
 SPECIAL DEFENSES: *+1 or better weapon to hit, invisibility*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Neutral evil*
 SIZE: *S (4' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE: *V/240 x 4/HP*

A rapper is the undead form of an evil dwarven thief or assassin who died in an attempt to steal something. These beings typically inhabit old mines and caverns, where they attempt to lure victims in to their doom. Rappers appear to be pale-skinned dwarves with semi-translucent skin, dressed in rags and carrying weapons or mining tools. They can go *invisible* twice a day for 6 turns, but will become visible when physically attacking.

Rappers will hide in small corners of underground tunnels and make a constant,

rhythmic tapping sound with their tools or weapons against the tunnel wall. This sound carries in a 120' radius through the underground corridors and rooms; it is never very loud, but is annoying to listen to. Within the 120' radius this tapping noise will reduce the chance of successfully listening at doors by 20% (making it impossible for non-thieves to listen at doors at all).

After listening to this tapping sound for longer than an hour, a human or demi-human or humanoid creature must make a saving throw vs. magic at +2, or else develop a form of insanity (*monomania*; see DMG, p. 83, for effects). Those who saved the first time against this power must save again after listening to it for a second consecutive hour, again after a third hour, and so forth.



There is a 20% chance that an affected character or creature will also develop *kleptomania* (DMG, p. 83). Rappers can keep up their tapping for an infinitely long duration.

If they are located and attacked, rappers will attack in a crazed manner and will howl and shriek loudly, possibly (40% chance) attracting additional monsters. Anyone struck by a rapper's weapon or by the rapper itself must save vs. magic or be affected as if by the 6th-level cleric spell *Lose The Path* for a full day. During this time the character will be unable to tell directions and must be led by hand or by force.

Rappers guard their victims' remains. For treasure, generate the number and types of magical items owned by 1-4 random non-player characters of 1st through 6th level, according to the tables in the DMG on pp. 175-176. Hide bodies and magic items under rubble or elsewhere in the rappers' lair. Assume each of the dead victims possessed treasure types J, K, L, M, N, and Q as well. A victim will *not* automatically possess any magical treasure or gems.

Clerics turn rappers the same as wights. Holy water does 2-8 points damage per hit. *Raise Dead* and *Resurrection* destroy them, but they are immune to all poisons, paralysis, enchant/charm spells, and cold attacks.

Vergadain

God of wealth and luck

Greater god
 ARMOR CLASS: -5
 MOVE: 18"
 HIT POINTS: 345
 NO. OF ATTACKS: 3/2
 DAMAGE/ATTACK: 3-30 (+10)
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Automatically detects all traps*
 MAGIC RESISTANCE: 70%
 SIZE: *L (10')*
 ALIGNMENT: *Neutral (tends toward chaotic neutral)*

The patron god of dwarven merchants and most non-evil dwarven thieves is the scheming Vergadain. He is said to be a great poet as well, and may dispense

WORSHIPER'S ALIGN: *All neutral alignments, especially merchants and thieves (dwarves)*
 SYMBOL: *Gold piece*
 PLANE: *Concordant Opposition*
 CLERIC/DRUID: *12th level druid*
 FIGHTER: *12th level ranger*
 MAGIC-USER/ILLUSIONIST: *Nil*
 THIEF/ASSASSIN: *18th level thief*
 MONK/BARD: *5th level bard*
 PSIONIC ABILITY: *III*
 S: 22 (+4, +10) I: 23 W: 20 D: 23 C: 25
 CH: 18 (24 to dwarves)

clues to his worshipers on the locations of great treasures. These clues are usually hidden in a verse or rhyme of some sort. His bard-like talents also give him

the ability to carefully evaluate treasures as to their true nature and worth.

Vergadain appears to be a huge dwarf wearing brown and yellow clothing. Underneath his suit is a set of +5 golden mail, and he wears a necklace that allows him to change his height at will between one foot and 15 feet. At his side is a +4 sword that detects all treasures within 2" of his person whenever the hilt is grasped.

Most of Vergadain's adventures concern the elaborate con games he has played on human, demi-human, humanoid, and giant victims in order to win their every belonging of any worth. He is not above using any sort of trick to accomplish his ends, and is eternally suspicious of potential adversaries who

Dumathoin

Keeper of secrets under the mountain

Greater god

ARMOR CLASS: -2

MOVE: 9" (48")

HIT POINTS: 366

NO. OF ATTACKS: 2

DAMAGE/ATTACK:

10-40 (+14)

SPECIAL ATTACKS:

Summon elementals

SPECIAL DEFENSES:

+3 or better

weapon to hit

MAGIC RESISTANCE: 70%

SIZE: L (18')

ALIGNMENT: *Neutral*

WORSHIPER'S ALIGN: *All*

alignments (dwarves)

SYMBOL: *Gem*

inside a mountain

PLANE:

Concordant Opposition

CLERIC/DRUID: *15th level cleric/*

14th level druid

FIGHTER: *16th level fighter*

MAGIC-USER/ILLUSIONIST: *Special/*

14th level illusionist

THIEF/ASSASSIN: *12th level thief*

MONK/BARD: *Nil*

PSIONIC ABILITY: *V/*

S: 25 (+7,+14) I: 23 W: 25 D: 20 C: 25

CH: 18 (24 to dwarves)

Dumathoin is said to hide the secrets of the earth until they are ready to be uncovered by the diligent and the deserving. He is the protector of the mountain dwarves, the keeper of all metals. He lays veins of iron, copper, gold, silver, and mithril where he feels they will do



the most benefit to his followers when found. Dumathoin has never been known to speak, instead keeping his wisdom to himself (though he may send subtle clues to keen observers on the nature of the world).

When Moradin named him protector of the mountain dwarves, Dumathoin created a "paradise" for the mountain dwarves to enjoy. He was angered at first when the dwarves started to "destroy" the mountains he had provided for them, but his anger turned to pleasure when he saw the finely crafted metal items the dwarves produced from the ore they had mined. His enemies are those (dwarven or otherwise) who plunder the earth's riches and take them away for unfair or selfish purposes. He does not object to

tunneling, mining or the keeping of treasures underground, however. Miners see him as their patron, and often carry a small diamond or gemstone in their pockets (10 gp value) to attract the favor of the god.

Dumathoin appears to be a gigantic dwarven figure with hair and beard of gray stone, earth-brown skin, and eyes of silver fire. He owns a great +5 two-handed mattock of solidified magma. He may summon 3-18 earth elementals (16 hit dice each) at will instantly; they will fight for him to the death. Dumathoin may also use all metal, earth

or stone-related magic-user spells at the 30th level of ability, but cannot use any other magic-user spells.

Unlike most other dwarven deities, Dumathoin maintains friendly relations with non-dwarven deities, though only a few. Among his close allies is Hephaestus, whom he supplies with adamantite ore, and Grome, the lord of the earth elementals, who supplies him with elementals at a moment's notice.

Other gods of metalcraft and the earth sometimes do business with Dumathoin and his representatives for metals and ores as well. For these reasons, clerics of this god are sometimes involved in business ventures in the selling of metals and similar materials.

might try to trick him in return.

Followers of Vergadain are usually seen as suspicious characters; as a result, few dwarves will willingly admit that he is their deity. If a follower of this god denies to others that Vergadain is that person's true deity, the god will not be offended (so long as the proper sacrifices are made).

Vergadain himself is always out for his own best advantage, and is a poor source for obtaining the truth — he might even lie to his own clerics, though not very often.

Nonetheless, the stories of his outrageous exploits and his courage and cunning have heartened many a dwarf faced with adversity.



Abbathor

Great master of greed

Greater god

ARMOR CLASS: 0

MOVE: 12"

HIT POINTS: 330

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-24 (+12)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: 50%

SIZE: L (8')

ALIGNMENT: Neutral evil

WORSHIPER'S ALIGN: Evil alignments
(dwarves)

SYMBOL: Jeweled dagger

PLANE: Hades

CLERIC/DRUID: Nil

FIGHTER: 14th level fighter

MAGIC-USER/ILLUSIONIST: 11th level
illusionist

THIEF/ASSASSIN: 20th level thief/

15th level assassin

MONK/BARD: Nil

PSIONIC ABILITY: III

S: 24 (+6,+12) I: 22 W: 16 D: 24 C: 24

CH: 8 (14 to dwarves)

At times, Abbathor has been the ally of the other dwarven gods, but his treachery and lust for treasure make him a dangerous associate. He will never help any non-dwarven deity or creature. He cannot be trusted to do anything but evil, unless it suits his own purposes to give assistance.

Abbathor was not always as devoted to evil as he is now. Originally, his sphere of influence concerned the appreciation of valuable gems and metals, not neces-

sarily at the expense of others. He became embittered when Moradin appointed Dumathoin the protector of the mountain dwarves instead of himself, and from that day forward has become ever more devious and self-serving in his endeavors, in a continual effort to wreak revenge on the other gods by establishing greed — especially evil greed — as the driving force in dwarves' lives.

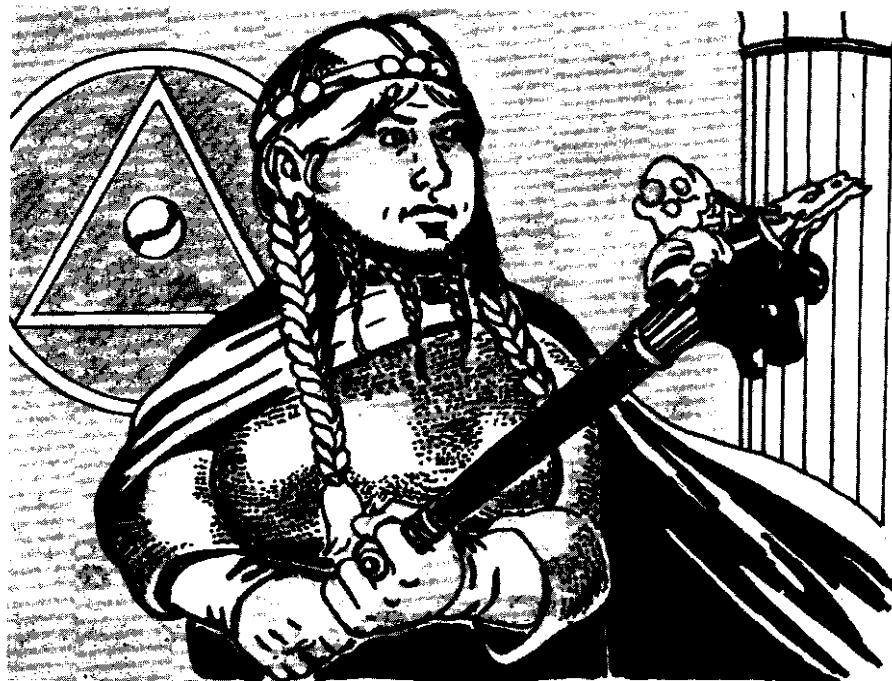
Abbathor's greed manifests itself frequently. Should he set eyes upon any magical item, or on treasure worth more than 1,000 gp, there is a 40% chance that he will attempt to steal it outright, or slay the owner and then take it (50% chance of either).

Abbathor wears leather armor and furs, made from the skins of beings and creatures who have opposed him in the past. He uses a +5 dagger with a diamond blade and jewels set into the hilt. The dagger does a basic 2-24 points of dam-

age, and can detect the presence of precious metals (kind and amount) in a 2" radius. Anyone but Abbathor who grasps this weapon will suffer the loss of one experience level at once, and will lose another level each round the dagger continues to be held. Abbathor also owns a shield that casts one *Cause Blindness* spell per round (save at -6) at anyone within range. His home caverns are said to be made of purest gold.

Abbathor's servants consist primarily of Rappers (see description on page 32), the undead forms of his worshipers who died attempting to steal something.

Abbathor maintains an uneasy truce with Vergadain (see page 32), with whom he sometimes roams the Prime Material Plane in search of more treasure. If frustrated when attempting to steal an item, Abbathor will try to destroy the item so he will not be tormented by the memory of his failure.



Berronar

Greater goddess

ARMOR CLASS: -4

MOVE: 12"

HIT POINTS: 370

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 6-36 (+9)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 80%

SIZE: L (18')

ALIGNMENT: Lawful good

WORSHIPER'S ALIGN: Lawful good
(dwarves)

SYMBOL: Two silver rings

PLANE: Seven Heavens

CLERIC/DRUID: 15th level cleric/
12th level druid

FIGHTER: 14th level paladin

MAGIC-USER/ILLUSIONIST: 16th level
magic-user

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

Greater god

ARMOR CLASS: -4

MOVE: 12"

HIT POINTS: 375

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-36 (+14)

SPECIAL ATTACKS: *Does**double damage vs. giants*SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 50%

SIZE: L (17')

ALIGNMENT: *Lawful neutral*WORSHIPER'S ALIGN: *All alignments,*
*especially warriors (dwarves)*SYMBOL: *Two crossed battle axes*PLANE: *Arcadia*CLERIC/DRUID: *12th level druid*FIGHTER: *17th level ranger*MAGIC-USER/ILLUSIONIST: *10th level*
*magic-user*THIEF/ASSASSIN: *Nil*MONK/BARD: *6th level bard*PSIONIC ABILITY: *VI*

S: 25 (+7, +14) I: 20 W: 19 D: 20 C: 25

CH: 16 (22 to dwarves)

Clanggedin

Silverbeard

The father of battle

Bald and silver-bearded, Clanggedin lives in a vast mountain fortress manned by the souls of the finest dwarven warriors. He taught the dwarves many special methods of combating giant-types, and passed his knowledge and skills on to the gnomish gods as well.

In the many tales and legends about his deeds, the dwarves portray Clanggedin as a fierce and resolute warrior who never backs down from danger and who refuses to surrender even when all seems lost, many times winning a victory by only the barest of margins against extreme odds.

Clanggedin's most hated enemies are

Grolantor (the Hill Giant god) and the followers of that deity. Giants attack Clanggedin at a -4 penalty "to hit," as for mortal dwarves. In the heat of battle Clanggedin is fond of singing, unnerving his opponents and increasing his followers' morale.

Clanggedin wields a +4 mithril battleaxe in each hand. He throws the axes with either hand up to 100 yards and both will do damage to whatever they hit as if he'd struck the target by hand (with all bonuses to hit and damage).

His armor is +5 steel chainmail.

Although Clanggedin has magical spell ability, he will usually only use such powers to indirectly affect a course of events. Not unless his existence on the Prime Material plane is at stake will Clanggedin resort to the use of magical spells or spell devices in a close combat situation.



Mother of safety, truth and home

PSIONIC ABILITY: *III*

S: 21 (+4, +9) I: 25 W: 25 D: 20 C: 25

CH: 19 (25 to dwarves)

The greatest of all dwarven goddesses is usually held to be Berronar, who lives with Moradin in the Seven Heavens at the Soul Forge beneath the mountains. Berronar is seen as the patroness of marriage and love (but not necessarily romance). Her name is often invoked in small home rituals, for protection from thieves and duplicity. Berronar is not a passive homebody, however; her own efforts to preserve and protect dwarven culture and civilization have spanned many planes and universes, and dwarves of both sexes revere her name.

Berronar appears to be a huge dwarf wearing chainmail (+5) of bright silver. Her brown beard is braided into four rows. If a braid is cut off, it will regrow in

a single day, and at the end of that day the lock of hair which was cut off will turn to gold (worth 10,000 to 40,000 gold pieces). She sometimes gives locks of her hair to dwarven communities that are exceptionally poor or hard pressed and otherwise unable to get on their feet economically. This is an extremely rare occurrence, of course, and must be invoked by a lawful good dwarven cleric of the highest level in the colony. If this gold or any part of it is used for other than good purposes, it will all disappear.

Berronar wields a +4 mace of gold and steel that will slay evil thieves and all assassins on contact (save vs. death magic at -4). She wears two silver rings of great power; one prevents anyone from knowingly telling a falsehood within 10" of her, and the other prevents the use of *all* thieving abilities by any mortal within the same area, unless they make a save vs. magic at -2 in every round an

attempt is made to use the skill.

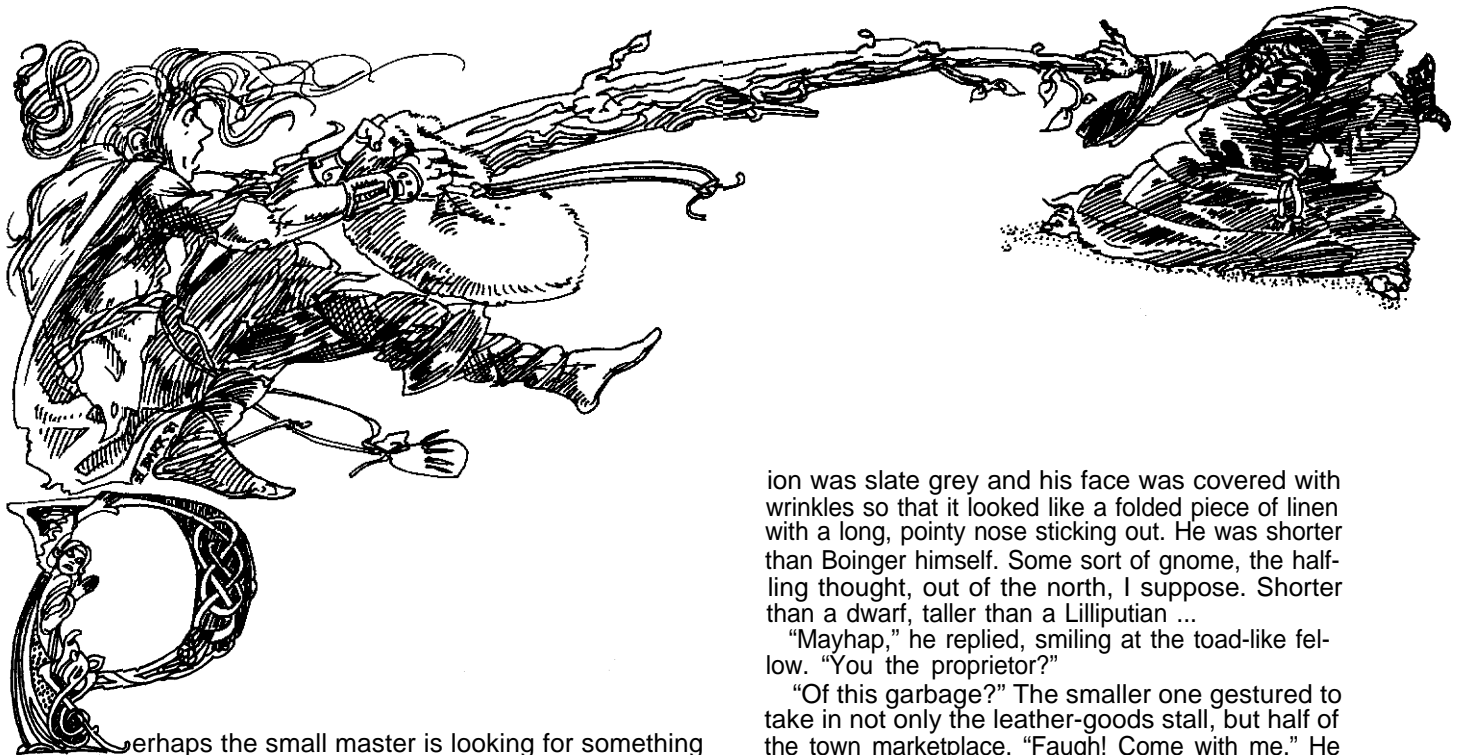
Dwarves have a custom of exchanging rings with those for whom they feel exceptional, mutual trust and love; this independently parallels a human custom used in marriage rituals. This dwarven ceremony is not lightly given, almost never undertaken with a non-dwarf except in the most unusual circumstances. Both participants *must* be lawful good. Berronar is said to have inspired this practice, and several variations of it exist in dwarven colonies across the worlds.

If a lawful good dwarven fighter appeals to Berronar for aid for a particular purpose and makes an appropriately large sacrifice, there is a 5% chance she will bestow upon the individual the powers of a paladin of equal level for 3-6 days. Only dwarves of exceptionally pure heart will be considered for this honor, and it may be granted only once every 10 years to any individual.



In the BAG

Fiction
by
J. Eric Holmes



Perhaps the small master is looking for something special?"

The muscular young halfling put down the leather backpack he had been examining and looked at the person who had addressed him. He was worth looking at, Boinger decided. For one thing, his species was not one the adventurer had ever seen before. The creature was obviously not human; his complex-

ion was slate grey and his face was covered with wrinkles so that it looked like a folded piece of linen with a long, pointy nose sticking out. He was shorter than Boinger himself. Some sort of gnome, the halfling thought, out of the north, I suppose. Shorter than a dwarf, taller than a Lilliputian ...

"Mayhap," he replied, smiling at the toad-like fellow. "You the proprietor?"

"Of this garbage?" The smaller one gestured to take in not only the leather-goods stall, but half of the town marketplace. "Faugh! Come with me." He hobbled away over the cobblestones, his legs, or whatever, hidden by a heavy brown robe that touched the ground. He gestured with a knobby stick he carried in his right hand.

"Right over here," the stranger pointed. Boinger's eyes, attentive and appreciative of value like those of any good thief, saw three heavy rings on the gnarled

hand. *Careful, my lad*, he said to himself, *this little person is richer and more powerful than he looks.*

His guide led the halfling thief down a side alley, stopped at a low door, and rapped with his staff. Boinger nonchalantly put his left hand inside his tunic and grasped the hilt of one of the daggers in the bandolier across his chest. Normally right-handed, he had been training himself to use his weapons with his left hand. He hoped he would not have to practice this art now.

The door opened to the little man's signal. The tall lizard man on the other side stared at them with slit-like pupils for a long moment and then stepped aside to let them in. As Boinger entered, he saw that the saurianoid held a halberd in one scaly hand. He began to wish he had not come, or at least had sent some street urchin on his way to Zereth with a message.

"Sit here, sir," said Boinger's diminutive guide, "whilst I find the bag." He vanished into the next room. The halfling sat uncomfortably on a three-legged stool in the center of the narrow room and looked at the lizard man. That creature stared back, expressionless.

When the little trader returned, he bore a grey cloth sack about an arm's length square, the mouth pursed shut with a stout rope drawstring. He handed it to Boinger without speaking.

The halfling examined the sack curiously, wishing he had a magic-detecting spell or artifact of some sort about him. The sack was flat and apparently empty, but surprisingly heavy, as if the cloth (it felt like cloth) were made of metal.

"Now," said the other, "open it and see what it contains."

The halfling untied the drawstring carefully, pointing the mouth of the sack away from his face so that if anything flew out it would not strike him. Nothing happened.

"Look inside," came the voice. Cautiously, Boinger did so. There was a round piece of wood at the bottom of the sack, although he could swear that it had not been there when he examined it from the outside.

"Pull it out, pull it out." The halfling got a hold on the thing with difficulty. It appeared to be the cut, disc-like end of a tree limb. As he pulled it from the sack and it came partially out of the mouth of the receptacle, he could see that it was indeed a limb or trunk of a tree, and the length of it filled the sack!

Boinger put the sack on the floor and pulled with both hands. When he got the contents out, he had a pole, 20 feet long, wedged across the room.

"All right," he said as calmly as he could, "that's pretty good. Now let's see it go back inside."

"To be sure," his companion said. "It's easiest to slip the mouth of the sack over

the thing you want to hide and slide it up," and he did just that. Boinger tried not to gape as the pole disappeared into the mouth of the sack.

"I can see," he said, "why you didn't want to show me this in the bazaar."

* * *

"So we're to give him one quarter of all our take from the sack itself," the halfling finished.

Zereth held the limp, heavy cloth in his hands at a distance. "That's all?" he asked.

"Yes. He would not sell it, you see. Too valuable, says he, but he trusts us to divide our spoils with him every month. Very suspicious."

"Very..." The elf sneered, his thin nostrils wrinkled in disgust, as he tossed the cloth sack aside. "Why did you bother?"

"Well," said the halfling defensively, "it immediately occurred to me that this would be the way to pick up stuff like the carved ivory chair we found in the lich's tomb..."



"True," Zereth agreed. "It hurt your avaricious soul, my friend, to leave all that ivory in the tomb, did it not?"

"Waste," Boinger said, "I'm always troubled by waste. You know that. But I also thought, this is the very thing for the statue of Shaldana's acolyte."

"Ah-ha!" said the dark elf, startled. "I had not thought of that one."

Shaldana was a sorceress of local repute who had lost her acolyte — actually, the man was well known to have been her lover — in a misadventure in which he had been turned to stone. The stone statue now graced the formal gardens of Lord Tethys, and he refused to give it up. The gardens of Lord Tethys contained a number of such statues, stone effigies of men and beasts caught in the act of invading the Lord's palace or otherwise behaving in ways he disapproved.

Shaldana had offered a considerable reward to anyone who could purloin the statue and bring it to her, but the Lord's garden was the grazing ground of a huge gorgon, and the members of the local thieves guild were loath to venture into it

and risk ending up as stone statues themselves.

Zereth wrinkled his brow. "Yes, let's think about that," he said. "Get you over the palace wall, find the correct statue..."

"Shaldana knows where her man's statue is —" began Boinger; then he interrupted himself: "Why me? Why not you over the palace wall, tiptoeing on your silent elven feet..."

"No, no," said his friend. "After all, you found this wonderful bag."

* * *

In the end it was Boinger who made the attempt. They waited for a moonlit night, so the halfling could locate his objective among the close-cropped bushes and lawns of Lord Tethys' garden. Then they enlisted the help of Murray the Mage, who threw a levitation spell on the little halfling, causing him to float up over the wall like a hot air balloon. The little adventurer drifted out over the palace garden on the end of a long silken cord while Zereth, holding the other end of the cord, ran along the top of the circular palace wall to direct his flight. Watching the landscape beneath him, Boinger directed his friend by silently pointing left, right or ahead with his hand.

"Don't worry, Boinger," Zereth whispered to him, just before he set him sailing in the midnight breeze, "if the gorgon turns you to stone, you still won't weigh very much. The magician and I will pull you over to the garden wall and hoist you out."

"Lot of good that will do me when I'm stoned solid," the little thief complained. "I've no intention of coming near the ground if I see the monster awake."

But see him he did, for the scaled, bull-shaped creature was patrolling the garden path. Silently Boinger floated over its head, hardly daring to breathe for fear of attracting attention. A moment later the thing passed behind some ornamental trees and Boinger found himself close above the unfortunate acolyte's petrified remains. Holding up a hand to signal Zereth to hold him motionless, he uncoiled another silken line from his belt, adjusted the noose and, on his third try, lassoed the head of the statue.

Quickly he pulled himself down, hand over hand, to the top of the figure. Then he unfastened his lasso and, while holding onto the statue by wrapping both his stout legs around its middle, tied the guide line to a bush at the base of the statue. In the next moment, he pulled the magic sack out of his belt and lowered the mouth of the sack over the top of his prize.

As he pulled the sack further down and the upper part of the statue "disappeared" inside it, Boinger suddenly found himself staring into the moonlit visage of the

(Turn to Page 43)

Faster than flipping page after page...

More reliable than the human memory...

Able to end confusion in a single glance!

SPELLMINDERS

A DRAGON™ Magazine
playing aid
From an idea by Bill Fawcett
and Lance Davenport

Keeping accurate records is vital in an ADVANCED DUNGEONS & DRAGONS® game, be it a singular adventure or an episode in an ongoing campaign. For players with spell-casting characters, and the DMs of such players, knowing what spells the characters have available can be of life-or-death importance. (For the characters, that is....)

SPELLMINDERS, a playing aid to help with that record-keeping, can make AD&D™ playing sessions (and, for DMs, the preparation for those sessions) more efficient and enjoyable: No more spells cast twice because everybody forgot or overlooked that it had already been used. No more apprehension, uncertainty, or annoyance, not even momentarily, for a player who can't recall which spells are left in his or her character's repertoire. No more rolling handfuls of dice to determine what spells a scroll contains, or what the magical abilities of a non-player character are. SPELLMINDERS will serve all those purposes, and more.

PREPARATION

1. Separate the cardboard counter sheets from the center of the magazine by prying up the staples (a screwdriver or table knife works well for this), lifting out the two pages, and bending the staples back down into place.

2. Cut the counters apart carefully. Scissors will serve the purpose, but a better way to get a straight cut is to use a very sharp modeler's knife and a straight-edge. Even if you're in a hurry, don't try to "double up" and cut through more than one thickness of cardboard at a time.

3. To store the spell counters in an organized way, use an egg carton or any other small container with a sufficient number of compartments. SPELLMINDERS must be sorted by class and level to be used for the purpose of random spell selection.

4. Once you have read these instructions, it will

probably not be necessary to use all of the pages for reference. But keep the counter inventory chart handy in case some of your SPELLMINDERS are destroyed or lost.

5. Because SPELLMINDERS have printing on both sides, the cardboard cannot be backed by a sheet of stiffer material, to make the counters easier to handle and more durable, without covering the front (illustrated) sides of the counters — unless, of course, the backing material is transparent. It is possible to get along without being able to see the fronts of the counters, assuming that you're familiar enough with the magic-user and cleric spell lists to tell one class of spell from the other. (The *Light* spell is a good example: Magic-users and clerics both have the spell, and it is a first-level spell for both classes, but it's not the same spell. If you obscure the fronts of the counters, be careful not to get similar spells mixed up.)

The best way to make a long-lasting set of spell

counters is to use two sheets of SPELLMINDERS and a piece of linoleum, tile, or stiff cardboard with adhesive on both sides — making a sandwich with the backing material in the middle. If most members of a playing group have their own copies of this magazine, they can pool their resources to make durable, good-looking sets of counters without resorting to making photocopies of the counter sheets or buying extra copies of this magazine. (You have permission to photocopy these

instructions and the counter sheets if necessary.)

6. Multiple sets of SPELLMINDERS can be pooled; there is certainly no reason why players and DMs need limit themselves to the counter mix of one set. But if two or more sets are used and stored together, the same backing/stiffening material (if it is used) should be applied to both sets so that there is no way of identifying a spell counter by the front side.

UNDERSTANDING THE COUNTER SYMBOLS

The front side of each spell counter contains a silhouette of a magic-user or a cleric in the act of casting a spell, plus the appropriate class name and a number indicating the level of the spell — the only two bits of information necessary to sort out SPELLMINDERS by class and level. If you spread out the counters on a flat surface to make random selections, this side of the counter should be face up so that the name of the spell is unknown until after it is picked.

The reverse side of the counter contains the name of the spell in the center and four number/letter symbols in the corners. Clockwise from top left, the symbols describe the level, casting time, nature of the saving throw (if there is one), and range of the spell.

Level: This number, in the upper left corner, is the same one that appears on the front side of the counter, and is included on the reverse side as a convenience.

Casting Time: In most instances, the symbol in the upper right corner of the counter is a number (1 to 9) followed by a letter (s, r, or t) denoting the measure of time in segments, rounds, or turns. When the casting time cannot be expressed in this simple notation, it is listed as "S" for "special." You will have to consult the spell description in the Players Handbook for particulars in such cases.

Saving Throw: The symbol in the lower right corner of the counter is one of four types: "N" means that no saving throw is allowed. (There may be exceptions to this, as expressed in the particular spell descriptions.) "½" means that a saving throw is allowed, and if it succeeds, damage from the spell is halved. "Y" means that a saving throw is allowed, and if it succeeds the effect of the spell is negated. (This corresponds to a "Neg." listing in the Players Handbook.) "S" stands for special, usually meaning that only certain characters and creatures are entitled to a saving throw. Again, consult the Players Handbook for details on any "special" notation.

Range: The lower left corner of the counter contains a number, a letter, or a number-letter combination denoting the range of the spell. A number by itself is read simply as that many units in the AD&D ground scale: For instance, "5" stands for 5" in scale, either 50

feet (underground, where 1" = 10 feet) or 50 yards (outdoors, where 1" = 10 yards). Remember that spell range is tripled outdoors, but a spell's area of effect (which is not noted on the counters) remains at the underground scale even in an outdoor setting.

The ranges of many spells will vary depending on the experience level of the caster. These are denoted by a number or pair of numbers, followed by "/L," which is read as "per level." Thus, "4/L" means 4" per level of the caster, and "4 + 1/L" means 4" plus an extra 1" per level of the caster.

Other range notations are "0" for zero, "T" for touch, "U" for unlimited, and "S" for special.

Asterisks: Unusual characteristics of a few spells are denoted by an asterisk (*). These include the following:

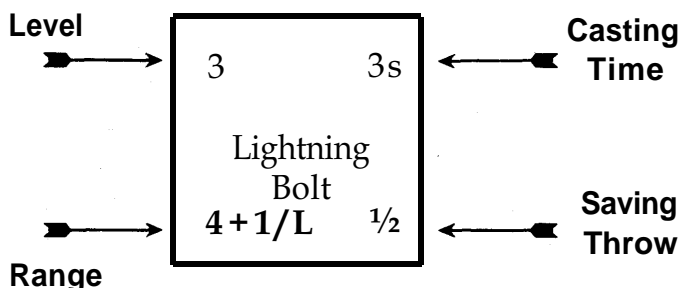
The range of the first-level M-U spell *Ventriloquism* is 1" per level, but only up to a maximum of 6".

Likewise, the range of the second-level M-U spell *ESP* is ½" per level, but only up to a maximum of 9".

The casting time for the eighth-level M-U spell *Serten's Spell Immunity* is one round, but if more than one character or creature is to be affected, the casting time is one round for each recipient.

The second-level cleric spell *Silence 15' Radius* is listed in the Players Handbook as having no saving throw ("N"), but if the spell is cast directly on an unwilling recipient, that character or creature is allowed an attempt to save.

Casting time for the fourth-level cleric spell *Exorcise* is noted on the counter as "special" even though it is not listed as such in the Players Handbook. The casting time can be as short as 1 turn or as long as several hours (more than 100 turns). Because of space limitations, the expression "1-100+ turns" (used in the PH) could not be printed on the counter. As with all other "special" notations, see the Players Handbook for a full description.



HOW TO USE SPELLMINDERS

1. As a record-keeping aid for players: If you are playing a magic-user or cleric character, make your spell selections as usual prior to starting an adventure. Take the appropriate SPELLMINDERS counters and keep them in front of you as a record of which spells you have available. When your character attempts to cast a spell — whether or not the casting is successful — the proper counter should be turned in to the DM, who will put it back in the pool. If there is a reason why other player characters should not automatically know what spells you are carrying, then you should conceal your SPELLMINDERS from the eyes of other players. Otherwise, the counters can be kept in plain sight of all participants.

2. To randomly determine the contents of a spell scroll: The DM can use SPELLMINDERS in this fashion as an alternative to some of the die rolling which would otherwise be necessary. If a spell scroll is indicated by the result of a percentile dice roll on Table III.B. on page 121 of the *Dungeon Masters Guide*, follow this basic procedure to randomly determine its contents:

First, be sure your SPELLMINDERS are sorted by class and level, not including any duplicates provided in the counter mix, so that each spell is only represented once in the selection pool. (Alternatively, you may include duplicates if you want a certain spell to have a greater chance of being on the scroll.)

If there is more than one spell on a scroll, all spells may be of the same level, or of varying levels within the limits described in the column labeled "Spell Level Range." Whichever method you prefer (and you can freely change from one to the other from scroll to scroll), you can use SPELLMINDERS to determine the particular spell(s) and possibly also the level(s).

For example, suppose that a scroll of 3 spells is indicated, with a level range of 1-4, and you don't necessarily want them all to be of the same level. With your SPELLMINDERS sorted by level, you can roll a four-sided die three times to generate the level of each spell. Then select one spell counter from each appropriate level group. (It is possible to use SPELLMINDERS to generate the spell levels instead of rolling a die. In this

example, you would put all spells of 1st through 4th level in a large pile and then simply pick three of them at random. This method has the obvious drawback of making a mess out of your carefully sorted counters, but it is a possibility.)

3. To define the spell-casting capability of a non-player character or creature: As a Dungeon Master, you will frequently need to generate spell lists for NPC magic-users or clerics and for creatures which have spell ability, such as dragons, rakshasas and ki-rins. SPELLMINDERS are suited for this purpose, both as a way to select spells at random and as a record-keeping aid once the spells are chosen.

In most cases, some of the spell selection for a non-player character should be made purposefully. If you feel it is logical and reasonable for a non-player cleric to have at least one *Cure Light Wounds* spell, for instance, then simply assign that spell to the character. Other "vacancies" in a character's spell list which need not be occupied by certain spells can be filled randomly from the spell counters of the appropriate level(s).

The spell-casting capabilities of magic-using dragons (as well as many other creatures) should be determined by chance, as stated in the *Monster Manual*, with the possibility of duplicate spells if the same die roll comes up more than once during the generation process. You can simulate this with SPELLMINDERS even if duplicate counters of a particular spell don't happen to be provided: Using a pile of spell counters of a certain level containing no duplicates, make a random selection from the pile. Then, if more than one spell of a certain level is called for, note the spell which was drawn, replace the counter in the pile, and draw again. This way, there is a chance for any spell to be chosen twice even if there is only one counter for that spell.

You can use SPELLMINDERS to keep track of which spells a non-player character or creature possesses in the same way a player keeps a record of the spells for his or her character. Except when you decide otherwise, the number and type of spells being carried by a non-player character or creature should not be revealed to players.

MULTIPLE SPELLS AND BLANK COUNTERS

In an attempt to allow for instances where a player wants to take more than one spell of a particular type, many duplicate counters are provided — as many as possible, considering space limitations and the obvious fact that each spell had to be represented at least once. (Multiple spells are denoted on the counter inventory chart on the following page.)

If a player wants to carry multiple spells of a type for which only one counter is provided, there are at least a couple of ways to solve this "problem." The two blank counters given for each class can be used as duplicates of solitary spells. Or, it can be ruled that each counter

can represent one or two spells: The counter is displayed in front of the player with the front (silhouette) side face up if it stands for two spells, and with the back side (containing the name) showing if it stands for a single spell. When one of a pair of spells is cast, the counter is turned over so that the back side is visible, and then when that one remaining spell is cast, the counter is turned in to the DM.

There is a third solution, which is simply to combine one or more sets of SPELLMINDERS for use by all the members of a playing group, thus guaranteeing at least two counters for any spell.

SPELLMINDERS INVENTORY CHART

The chart below lists the quantity of each magic-user and cleric spell contained in the SPELLMINDERS counter sheets. The inventory chart can be helpful if any counters are damaged or lost, enabling you to quickly determine how many counters are missing and which ones they are.

The "Spell Number" given in the left-hand column of the chart corresponds to the numbered spell lists on pp. 40-42 and pp. 125-126 of the AD&D Players Handbook. (This number does *not* appear on the counters themselves.)

At the bottom of each column is given the total number of SPELLMINDERS counters of that spell level. This number will usually be larger than the number of different spells available per level, because of duplicate counters.

MAGIC-USER SPELLS

Spell Number	Spell level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	1	1	1	2	1	1	1	1	1
2	2	2	1	1	1	1	1	1	1
3	2	1	1	1	1	1	1	1	1
4	1	2	2	1	1	1	2	1	1
5	1	2	1	1	2	1	1	1	1
6	2	1	1	1	1	1	1	1	1
7	1	1	2	1	2	1	1	1	1
8	1	1	1	1	1	1	1	1	1
9	1	2	1	1	1	1	1	1	1
10	1	2	1	1	1	2	1	1	1
11	1	1	2	1	1	1	1	1	1
12	2	2	2	1	2	1	1	1	1
13	2	1	1	2	1	1	1	1	1
14	1	1	2	1	1	1	1	1	1
15	1	1	1	1	1	1	1	1	1
16	3	1	2	1	1	1	1	1	1
17	1	2	1	1	1	1			
18	1	1	1	1	1	1			
19	1	1	1	1	1	1			
20	1	1	1	1	1	1			
21	1	2	1	1	1	1			
22	1	2	1	2	1	1			
23	1	1	1	1	1	1			
24	2	1	1	1	1	1			
25	2								
26	1								
27	1								
28	1								
29	1								
30	1								
Total	39	33	30	27	27	25	17	16	12

CLERIC SPELLS

Spell Number	Spell level						
	1st	2nd	3rd	4th	5th	6th	7th
1	2	2	1	3	1	1	1
2	3	2	2	1	1	2	1
3	1	2	1	1	3	2	2
4	4	2	2	1	2	1	2
5	2	2	2	1	3	1	2
6	2	2	2	2	1	3	1
7	2	2	1	2	1	1	1
8	2	2	2	1	1	1	2
9	1	2	2	2	3	1	1
10	2	1	2	2	1	2	1
11	2	1	2				
12	2	2	2				
Total	25	23	20	16	17	15	14

In the Bag

(Continued from page 38)

statue. The sight gave him a start, for the eyes and mouth were open, in an expression of horror, and the entire face reflected such terror that the halfling's heart skipped a beat.

"Must soon get you out of here," he whispered, completely bagging the stone human and releasing his anchor line so that he would float slowly up into the sky, carrying the still-collapsed sack.

All at once, he heard the clash of metal hooves on the stone path below. Boinger looked down and back, and saw the horrible figure of the gorgon charging toward him. As he started to scurry up the long rope, the monster reared up on its hind legs beneath him, and Boinger saw that its mouth was opened to spew its paralyzing, petrifying vapor upon him.

Outside the garden wall, Zereth began pulling on the rope to reel his friend in as fast as possible. It was obvious to the halfling, however, that he wouldn't get out of range of the monster's breath in time. There was no time to think twice. Holding the magic sack in his right hand, he drew his dagger with his left hand and cut the cord tied to his belt. His body, freed of all restraint, gave a little jump into the air. The gorgon breathed just as the thief floated out of range and up into the moonlit sky.

He heard his friend cry out below as he sailed off, blown by the breeze away over the castle wall and out over the marsh. Spinning round and round, Boinger rose higher and higher. He knew that the levitation spell would eventually wear off, but when it did he would plunge to the earth from a deadly height. He looked up and saw that he was already approaching the clouds. He had often thought of visiting the moon (the little thief was an incurable romantic), but he did not feel that tonight was the time to make the trip.

Boinger opened the magic bag and reached within. His fingers felt the rough stone base of the statue; slowly he withdrew it from the sack. In a moment he had, in his hands, a stone as big as his own head (the rest being still secreted in the bag), and the weight of the stone plummeted him downward. Quickly he shoved the feet of the petrified magician back into the bag, the weight eased, and he began to rise again.

A little experimenting enabled the clever halfling to fall, stop, fall again, and hover in the night air. All the while, however, the breeze continued to waft him across the countryside. He ended with a crash into the leaves of an oak tree. Grasping a branch with both legs, Boinger threw the statue back into the sack, then folded the sack into his belt, tied himself to the tree with the cut end of his guide rope, and steeled himself to wait

for the spell to wear off or his friends to arrive, whatever came first.

"The wrong statue!" Boinger groaned, hardly able to believe what he had just heard. The sorceress only smiled.

"Horns of Holdar, lady," cried Boinger. "I risked my life for this thing — to say nothing of carting it 20 leagues after making my escape. I..."

Zereth placed a hand on his shoulder, quelling any further outburst by Boinger.

"Fair sooth, lady," he said politely. "My small friend took considerable chance to bring you this artifact. Art thou certain 'tis not your own?"

"Certain, elf," she answered, "for my own stoned acolyte was returned to me only yestereve."

* * *

"You could, you know, have made a mistake," the elf repeated for the third time, as they strode down the hard-packed dirt street.

"Mistake, my hairy toes," fumed the halfling. Then he stopped in his tracks. The alleyway door had opened, though they were still a hundred paces from it. There was a murmur of voices and a tall figure stepped out into the street. The pair approached, now at a more leisurely pace.

"Grink," the man was saying as they came within earshot, "'twas a bold deed, no matter how accomplished." The two adventurers crossed the road and passed by on the other side. In a glance, Boinger identified the short, robed figure who stood just within the doorway. He could not hear what the one called Grink said to his visitor, but he heard a metallic noise which his thievish ears could not mistake.

In the lamplight he could recognize the features of the tall man, though the last time he had seen them they had been frozen in stone.

"What now?" asked Zereth, when they had turned a corner and gone down the next alleyway out of sight. Boinger pulled the magic bag from his belt, tossed it on the ground, kicked it up with one toe and caught it again.

"I was going to throw this thing in the creature's face," he said, "but now I think I'll keep it a while."

"I'd advise you to get rid of it," said Zereth. "I met a traveler once who told me a tale of a bag which was actually a living monster who devoured everything placed within its maw."

"No," said the halfling. "I think it may be useful yet. Also, I'm not through with my friend Grink, or whoever he is."

"Well," replied the elf seriously, "I have given you my advice. I want nothing to do with it, myself. It has already cost us far too much, and I think it should be burned."

"Cost us?" asked the thief.

"We owe Murray the Mage five hundred gold pieces for his spell," the elf replied, "or had you forgotten?"

"Mithra's mother!" Boinger cursed again, tossing the sack into the air and kicking it higher than his head. "We're not only poor again, we're in debt again."

"What we need," said Zereth, "is not magic bags, but another treasure map."

"I suppose you know of one?"

"As a matter of fact..." said Zereth, and his friend picked up the abused magical bag and followed him down the street.

* * *

The great grey tree roots covered and surrounded the shattered piles of stone. Boinger climbed cautiously over the tree-girded rubble. The stones were weathered and defaced. He gently brushed the surface of one stone with the sleeve of his leather jacket, and very faintly he could see the hieroglyphs carved there by the ancient builders.

"Zereth?" he said softly. Looking up from the stones, he found the dark elf standing quietly only a few feet away. His friend's face was not visible in the dim forest light, for he was gazing upward into the branches of the gigantic trees.

Boinger did not speak again. He felt somehow more subdued here in this sun-dappled forest than he had at the bottom of many a dungeon. He knew his friend was communing with the forest in some way, and he knew better than to interrupt.

Slowly he searched the ruins with his eyes. Pile after pile of tumbled, shattered blocks marked the positions of fallen buildings, and over each of them, like blood-sucking leeches, crouched the trees. Every moldering pile of masonry was firmly bound, strapped to the earth by the great grey roots. Farther out, toward the trail, the trees thinned out a bit, more sunlight leaked through the leaves and branches above. Olaf had tethered the ponies out there, where there was a bit of grass growing.

The forest was still. Under the huge trees no tiny creatures raced and played. No bird, no mouse, no lizard broke the thick silence with its scuttling feet.

Zereth shook his head, "I get an impression of age-old evil, but the trees — the trees will not talk to me."

Boinger felt a shiver go up his spine. Legends told of the city that attributed its fall to the angry forest gods. Looking at these trees, he thought, made the legends easy to believe. Certainly some forest god must now reign supreme. The once mighty city was toppled, its buildings destroyed by the invading greenery. The masonry wall was already being invaded by tiny pale rootlets. Like slender fingers, they would probe the shattered

wall, seeking a crack or crevice to grow into. Then, over years and years of time, the rootlets would expand, splitting the wall into fragments, leveling even these remnants of civilization. All this is happening so slowly, Boinger mused, that to himself and his companion it seemed as if the partially buried city was static and unchanging. To the trees, he thought, each year must seem like a day, while the task of breaking down the stones proceeds slowly and relentlessly. The trees probably simply ignored the creatures who now flitted about their massive feet.

"They've destroyed the palace entry-way," Zereth's voice interrupted Boinger's daydream. The elf pointed into the gloom of the deeper wood. "But the map shows another entrance somewhere near here."

"All right," said Boinger. "I'll find Murray."

The scrawny magic-user was squatting on a mossy block of granite where a little sunlight filtered through the dark green leaves. He had a pack of tarot cards carefully arranged on the stone in front of him. Approaching with noiseless steps, Boinger looked over his shoulder.

"Play the knave on the Queen of Cups," he said.

"Shut up," snapped Murray. "I saw it."

"Zereth thinks he's located the area of the entrance. Come help him search."

"Very well." The magician scooped up his cards and stuffed them into a pocket in the sleeve of his gown. "Leave one of the fighting men on guard with the gear."

"Of course," said the halfling, bounding away.

When Zereth did manage to locate the hidden door, Olaf had to spend an hour chopping the underbrush with an axe to expose the entrance. The stone panel slid aside at the elf's touch. Dark gaped the hole between two thick roots of the overhanging trees, each thicker than a man's body. The space between them was barely large enough to permit the heavily built Olaf to squeeze through sideways after stripping to his hose and leather jerkin. When the four adventurers had entered and all had regained their gear, Boinger put flint and steel to one of their resin-soaked torches.

In the flickering orange light the tunnel looked secure. Like most of the surviving ruin above, it was made of carefully shaped blocks of granite, but down here they were fitted together without mortar, their surfaces were plain and unornamented. Between the stone blocks ran pale rootlets, and slender tendrils of them hung from the ceiling like a kind of cobweb. The tunnel was quiet except for the regular drip, drip, drip of moisture off the dangling roots.

It was wide enough to walk two abreast. After a whispered conference, they set out with the elf and the fighting man in

front, Boinger and the magician behind, the halfling still carrying the smoky torch. They had gone half a league when the corridor began to branch in all directions. Their progress was slowed as they briefly explored each passage and marked them with chalk on the stones, and made searches for more secret doors.

Boinger was first to notice the menace. A tendril of tree root hung down along the wall in front of him, about as thick as heavy twine ... no, almost as thick as one of his own stubby fingers.... No, thicker still ... the thing was growing at an alarming rate! In the short time it took the halfling to call to his companions, the root had grown until it was as broad as a man's torso — and it was writhing across the stone floor at them like a blind boa constrictor. Boinger darted forward and thrust the torch at it. The root-thing sizzled but did not burn.

Olaf stepped forward; with four blows of his two-handed battle axe he severed the thing so that it lay like a log across the passageway. Boinger poured oil on the still-wriggling stump and set it afire.



"Two more coming down the corridor behind us," gasped Murray. The adventurers looked back. Sure enough, like pallid worms the queesting tentacles were fumbling into the torchlight.

"More oil," said Olaf. The two of them climbed over the downed root, and Boinger drenched it with the rest of the oil from the flask he had already opened. In moments the corridor was filled with hot, smoky flame and a smell like cooked carrots. The advancing roots reached the fire, touched it, withdrew slightly, and remained a safe distance from the adventurers on the other side of the blaze.

"They still nearly fill the corridor," said Boinger as he peered through the flames.

"Nought to do but go on," grunted Olaf. "Any up ahead?"

"Not to be seen," said Zereth. "Let us move forward without delay. The presence of such bizarre guardians may mean we are close to the treasure trove."

"How much oil do we have left?" asked Murray, coughing in the smoke. A hasty

count turned up another four flasks.

"How about a fire spell of some kind?" asked Boinger.

The magician glared at him from under shaggy brows. "You want a fire ball in closed space at such short range?" he snarled. "We'd probably all be burned to death in the blast."

"Can you do a fire ball?" asked the thief, who genuinely wanted to see what one looked like. They moved down the passage away from the burning root. They found a side chamber which appeared empty. Probing a branching corridor revealed it to be choked with a mass of roots.

"Somethin' behind 'em," judged Olaf.

"Perhaps," Zereth agreed, "but we finish exploring the main corridor before trying to cut our way through that mess. There's no telling how far it extends." All of them were thinking that their escape route might be barricaded by similar masses of enlarging roots. But there was nothing to do but go on.

I hope there's more than one way out of this place, the halfling thought.

The corridor brought them to a series of larger stone-walled chambers. "This looks more like it," Boinger said, his disposition brightening at the thought of loot.

The first room they entered was a crypt. The sarcophagi had all been broken into by the queesting roots. They were small tendrils here, like long fingers frozen in the act of dipping into treasure boxes. They did not move as the adventurers approached. The heavy stone coffin lids had been pushed aside; masses of pale rootlets filled each container, disrupting and displacing the bones within. Boinger raised his torch: still no movement. Olaf guarded the entrance while Zereth searched the far wall for another exit, and Boinger began to investigate the burial vaults.

The halfling spied the gleam of gold and gems in the first sarcophagus he searched. Holding the torch high in his right hand, he cautiously inserted his left arm into the coffin and the mass of damp rootlets. Still there was no movement, no sudden rush of growth by the roots. Boinger was horrified to see a root that had grown through two jeweled rings so that it wore them like an immensely long, pale finger.

"Murray," he said, "you hold the light. I'm going to need both hands to get anything out of here."

"Here's another door," said Zereth, opening the panel, sword in hand, as the mage moved to assist the halfling in his thievery.

"Something coming down the corridor," said Olaf. "Thor's hammer, more of those giant roots!"

Boinger drew his magic dagger from the bandolier of blades across his chest. "Oil the floor at the door and keep them

out," he suggested. He cut a handful of clinging rootlets and drew a gold-plated helmet out of the sarcophagus.

"There is a hole in the ceiling of this next room," Zereth reported, after peering intently into the darkness. "It may be we've found a way out."

Olaf got a pool of oil ignited just as the pursuing roots reached the doorway. As the flames leaped up he withdrew into the room and immediately began poking with his axe handle into the nearest stone coffin. Almost at once, the roots went into action, swelling and growing, pouring up out of the open sarcophagus like an overturned pot of needles. The fighting man cried out and jumped back, but the roots had taken possession of his axe. In no time, they twined about it in such profusion that the heavy oaken handle snapped.

Olaf drew his broadsword. Boinger essayed to cut that grisly finger-like root and slip away with its jeweled ornamentation. But suddenly the coffin over which he knelt was acrawl with expanding rootlets. Barely did the little thief get his hands back out unsnared. The magician cried out and jumped, dropping the torch. The flames from the oil cast flickering shadows on the walls, exaggerating the movements of the masses of rootlets simultaneously descending from the ceiling and boiling up out of the sarcophagi.

"They are closing in on the door," called Zereth anxiously. "Out, and be quick about it!"

Boinger caught up the torch dropped by the fleeing magician. Peering into the next open coffin, he glimpsed an amber vial tossed upon a sea of rising rootlets. He paused....

"Boinger!" Zereth's voice was muffled. By the time the halfling leaped the last four feet to the door, the portal was covered with roots bigger around than his arm.

"Zereth!" he cried. Boinger heard an answering shout, heard the clatter of steel against wood. The halfling backed away from the clogged doorway, pursued by half a dozen twisting, writhing roots.

Backing up to the fire-filled opposite doorway, striking at the queuing tendrils with his magic dagger still clutched in his right hand, Boinger fumbled for his last flask, tried to surround himself with a ring of burning oil. As the flames in the doorway died down, he saw that the great mass of the giant root beyond it clearly filled the passage. At the far door the shouts of his comrades grew fainter as the roots there thickened and twined in amongst each other.

The ring of flames he created gave the trapped halfling a moment's respite. He took off his backpack, his quiver and bow, his coil of rope, and his shield and put them at his feet. Then he set himself, magic dagger in one hand and flaming torch in the other, to battle for time as

best he could. What plan of rescue his companions would concoct, he could not imagine. But he hoped their fertile minds would come up with something soon. Now, as his burning oil was dying down, the entire room seemed to fill with massive growing roots, pressing ever closer and closer to Boinger until he was forced to crouch, his face still protected and illuminated by the smoldering torch, with pale, scorched roots forms all about him.

And now the stone floor began to buckle under his feet as the mighty roots bored into cracks and crevices. There was only one thing left to do. Boinger sheathed his dagger and reached into the bottom of his pack for the magic bag. Quickly he thrust all of his gear into the mouth of the bag, took a last look around, and pulled the sack over his head.

* * *

He seemed to fall a long way in darkness. Then he was able to see; something bounced and caught him, and he



was lying on a thick net of ropes. The net had broken his fall, and he was apparently unharmed.

Boinger was in an irregular stone-walled chamber, probably a cave. A dim, fitful light from a primitive lamp gave him quick glimpses of the details of his surroundings. Crates, boxes, bales of goods and wooden tubs covered most of the floor. Boinger hung suspended in the net halfway up one wall; beneath him it was at least a twenty-foot drop to the cave floor.

"Hey! Visitors!" a gruff voice boomed out.

Two ugly gnomes appeared amidst the storehouse of goods on the cavern floor. One carried a slender ladder, the other a spear.

"It's a halfling!" one of the little creatures laughed. "Hey, shorty, shinny on down this." He raised the ladder and propped it against the ropes on the edge of the net, and Boinger descended warily. But when he reached the floor, the other gnome pushed the point of the spear between his shoulder blades.

"Awright, runt," said the gnome. "Drop yer pack and yer belts, we ain't takin' no chances with you."

"Let's talk," suggested Boinger. "I'm most glad to have escaped being squeezed into root beer. I'd be glad to arrange a suitable reward..."

"Suitable reward of silence," said the gnome, digging the sharp point of the spear between the links of the halfling's chain mail jacket, "is best preserved by sudden death!"

But instead of killing him, the two gnomes locked Boinger in a stone cell with an iron grill for a door. The little cave contained nothing but the filth left behind by its previous occupants. One of the gnomes brought him a tin cup of water and a piece of stale bread.

"Why don't we discuss what you might do with me?" asked the halfling, but the gnome only grunted and walked away. Boinger waited to see if either of them would return, but he heard only the faint murmur of voices at the far side of the cave by the net. After searching his cell and eating the bread crust, the little thief lay down on a fairly clean area of the stone floor and took a nap.

* * *

"Here he is, Grink."

"You!" the ugly bag dealer cried in surprise. "You! Where's my magic sack?"

Boinger explained, finishing with a question of his own: "And where's my stolen statue?"

Grink's homely face melted into a grin. "Sold. We turned a nice profit on that one. But now you've gone and lost my magic sack, you idiot."

"I'd be glad to go back and get it for you," the halfling offered.

"No, my thoughtless thief," sneered Grink, "The slave market at Mar'koosh is a good fate for you — you'll end your life chained to a galley oar."

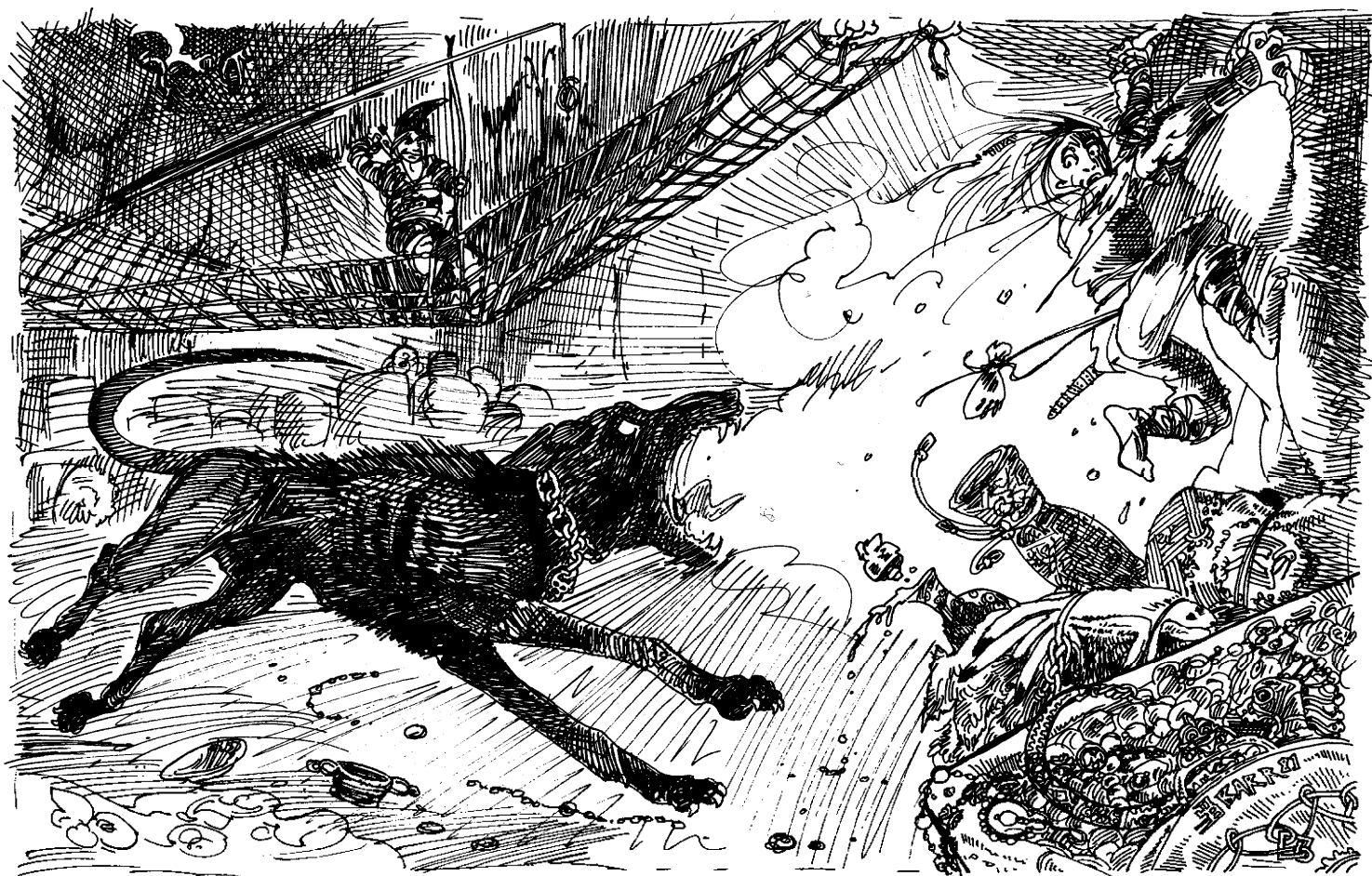
"Just don't sell me to the harem of the Amazon Queen," pleaded Boinger with hope in his heart, but his tormentor had already turned away.

"Or perhaps I'll notify the temple of Dagon," said the evil gnome. A chill trickled up Boinger's spine. *This has gone far enough!* he thought to himself. *Fun is fun, but Dagon is no joke.*

As soon as Grink was out of sight behind a bale of silks and furs, the halfling pulled an iron wire out of the top of his boot and went to work on the lock of his cell door.

He was out in ten minutes, but by then Grink had apparently left. Creeping quietly among the stores of goods, Boinger located his two guards. They were seated at a low table playing dice, and behind them was a narrow passage in the rock that looked invitingly like an exit from the cave.

Under the table, however, was a large



dark shadow that moved as Boinger watched. *I should have*, he thought, *never even suspected that Grink would leave this place guarded by a pair of stupid gnomes.* Two fiery red eyes opened and fixed their gaze on his hiding place.

Boinger jumped up on the nearest crate. With a hideous snarl the great black hound leaped out from under the table. There was not a weapon anywhere to be had, so the halfling jumped down on the far side of the crate and ran back toward the big net.

"What?" said one gnome. "Who?" said the other. The huge hound was gone into the shadows. They gathered their weapons and a torch and followed.

Boinger slowed briefly to pick up a heavy box — probably gold and jewels, he thought, but it was nailed shut. He threw it at the hound. The beast opened his pitch black jaws and a blast of flame came out. Boinger rolled sideways, escaping the direct effects of the flame but getting singed all down one side. He jumped up again and ran as though the very hounds of hell were at his heels.

Now Boinger was against the far wall, with no place to hide. He began to climb the wall. The hound neared the wall, skidded to a stop and opened his evil jaws to breathe once again.

Then abruptly there came a thump in the net, a sharp exclamation, and the twang of a familiar bow. A silver arrow appeared in the hound's throat; another buried itself in its hairy chest. The beast coughed smoke and fire.

Boinger was out of reach of the hound by now, clinging to the lowest strands of the net. The gnomes yelled in panic, and one shrieked in pain as another of the elf's arrows found its mark. Boinger climbed into the net, burned, exhausted and joyous.

"Oh, Zereth, Zereth," he chortled. "You arrived in the very nick of time."

"Take this," snapped his dark friend, pulling his sword from its sheath and passing it over, "while I find a few more shafts for your pet there."

"I should have known you'd follow me."

"Of course," said Zereth, balancing delicately on the swaying net to nock another arrow. "You left with all the loot in your pockets, after all."

Eight arrows and a brief hand-to-hand fight later the duo found themselves in possession of the cave. Now Boinger could ask his friend how he had gotten back to where the bag was.

"Well," said the elf, "I remembered

how valuable you thought it to be...." The halfling gave a snort of disgust.

"We'd better arrange a surprise for our friend Grink before he returns," he said.

"You can tell me the whole story when we're settled." Boinger smashed open the chest he had thrown at the hound. It was filled with jewelry. "At least we'll be able to pay back the magician," he said.

* * *

"The magician levitated himself out the top of the underground room with a rope," said Zereth. "Olaf and I followed up the rope just ahead of the tree roots. On the forest floor, though, it was obvious which of the trees grew above the room where you were trapped. I persuaded Murray to fireball the tree trunk, which stopped the root growth, at least in the immediate vicinity. Then all we had to do was go back down and chop our way into the burial chamber."

He smiled slightly. "It took all day, and, of course, you were gone when we got there, but the bag was still there. It wasn't hard to guess what had happened."

"Zereth, I cannot ever..."

The elf cut off Boinger's words of appreciation. "Just don't borrow any more sacks," said Zereth, "unless you know what's at the bottom of them."

Aiming for realism in archery:

Longer ranges, truer targets



by Robert Barrow

Archery is an aspect of combat in D&D® and AD&D™ adventuring which is often misunderstood or neglected. The following guidelines are suggested for players to improve their characters' use of the bow and arrow inside and outside the dungeon. The main emphasis of this article is on the practical (non-magical) use of archery.

The range of ranges

Reasonable range figures are needed to measure a weapon's effectiveness. The game rules establish an outdoor maximum range of 210 yards; however, a modern hunting bow is only given an effective range of "about 60 yards." (Encyclopedia Britannica, p. 265)

To help resolve this apparent discrepancy, consider the fol-

lowing information on scores from English archery tournaments. English archers use a 48-inch-diameter target in tournament competition. Since a 48-inch target is about the same target area as a man's body, these archers' scores can be examined and compared for use in game terms.

A compilation of the twelve highest tournament results during a one-year period shows that the "hit" percentages of England's finest archers at three ranges were: 92% hits at 60 yards, 81% at 80 yards, and 54% hits at 100 yards distance. The best archers for an entire year of tournament competition still scored complete misses 46% of the time when firing at a target the size of a man at 100 yards range (*Archery*, p. 240). And these scores were achieved using slow, deliberate fire at a stationary target.

To more closely reflect the reality described by those tournament results, the following table is offered as a more accu-

rate way of determining missile fire resolution results for man-sized targets.

"To hit" table for arrow fire
(Roll d% according to range)

Range	%	Range	%	Range	%
10 yds	140	100 yds	54	190 yds	9
20	130	110	48	200	4
30	120	120	43	210	3
40	110	130	38	220	2
50	100	140	34	230	1
60	92	150	29	240+	(see)
70	86	160	24	below)	
80	81	170	19		
90	67	180	14		

Assuming that very powerful bows are used, the following system can be used to produce "to hit" chances for longer ranges:

At 240 yards, a roll of 10 or higher on d20 must first be made; then roll percentile dice and use the 1% figure listed for 230 yards. At 250 yards, the number needed on d20 increases to 11 or higher — and again, if that roll is made, then a "to hit" roll is made with percentile dice as for 230 yards. As the range increases by 10 yards, the number needed on d20 increases by one, until the upper limit of 340 yards (requiring a roll of 20) is reached.

If the dice roll yields the indicated percentage or lower, a hit has been scored, and combat is resolved normally from that point on. For instance, At 70 yards a roll of 86 or lower is required. If 87 or higher is rolled, the arrow missed the target.

Some of the percentages at extremely short range are greater than 100 percent. In these cases, an arrow is fired using the normal combat tables, but if a miss results on this "to hit" roll, the remainder over 100% from the above table is now used to give the archer a "second chance." For instance, if an archer takes a shot at a target 20 yards away and does not get a high enough number on his normal "to hit" roll, there is still a 30% chance (the difference between 130% and 100%) that the shot will score a hit anyway. If a roll of percentile dice is 30 or lower, the shot scored a hit after all, and damage is calculated accordingly.

This table assumes a stationary target. If the target moves, some penalties should be counted to the shooter's chance to hit. The *Leomund's Tiny Hut* column in issue #45 of DRAGON magazine has some excellent suggestions on adjusting odds for motion. A suggested range would be from -2 (-10%) for walking figures up to -7 (-35%) for targets astride a trotting mount.

The 210-yard maximum range given in the game rules is a quite reasonable limit for normal men. The added ranges out to 230 yards (and to 340 yards for extra-powerful bows) are included to reflect the Robin Hood type archer. A table such as the one above simply limits the odds of hitting something at the longer ranges. At long range, an archer would not fire at anything less than a small army in close formation.

Firing at very long range

Many claims are made about the greatest distance an archer can accurately fire an arrow. A modern hunting bow (for use in bagging wild game) can fire an arrow almost 300 yards; however, it has an effective range of only 60 yards. The 300-yard shots require special arrows and near-ideal weather conditions. This evidence is in sharp contrast with other sources claiming that an English longbow archer could hit a man at 400 yards.

An investigation into long-distance shooting promptly raises grave doubts about shooting at a man standing 400 yards away. As one source says, "Actual distances normally shot by English archers is between 60 and 265 yards, with most of them clustering between 160 and 200 yards." (*Native American Bows*, p. 36)

Also, consider the conditions under which competitions are judged: "At present the usual outdoor range at which the Royal



Company practice is 180 yards; one prize is shot for at 200. All arrows landing within 24 feet of the target count." (*Archery*, p. 220) These archers count points for just getting their arrows within a 24-foot-diameter circle at a range of 200 yards. It seems highly unlikely that archers of even such high skill as these would endanger a man at 400 yards.

Practical testing on long-distance shooting with an English longbow proved that an average man could shoot almost 300 yards (using modern arrows which go about one-third farther than their ancestors), and that a man of exceptional physique might attain a further 50 yards after considerable practice. (*Archery*, p. 340)

These tests were conducted under nearly ideal weather conditions, and with special lightweight arrows custom-made for these long-distance shoots. "Many men who shoot with some success at the 180 and 200 yard targets are in the habit of using ordinary target arrows; but there is no doubt that to shoot any longer distance an arrow of lighter make, and offering less resistance to the wind, is required." (*Archery*, p. 251)

Target sizes

A target about the size of a man is some 6 feet by 2 feet in area. A humanoid target twice as tall (12 feet) would be about 4 feet wide (48 square feet in area) to stay in perspective. Mathematically speaking, if you double the size, you quadruple the target size. A man 18 feet tall would be three times as tall and three times as wide as a normal man, or 9 times larger in terms of target area. Targets smaller than the standard figure (a 6-foot man) will vary by an inverse proportion. An object that is half as tall will be only one-fourth of the target area.

The *Leomund's Tiny Hut* article in DRAGON #45 contains a chart that is mathematically inaccurate. For instance, the chart indicates that a man 12 feet tall is only 175 percent of the target size of a 6-foot man. As described above, the correct figures should be 400% for the 12-foot man, 100% for the 6-footer.



"To hit" percentages according to target size and range

Target height	Very long	Long	Med.	Short	Point blank
24	60%	92%	124%	172%	232%
21	45%	81%	117%	164%	225%
18	32%	71%	110%	156%	215%
15	23%	63%	103%	148%	205%
13	18%	57%	96%	140%	193%
12	15%	52%	89%	132%	181%
10½	13%	47%	82%	124%	170%
9	8%	42%	75%	116%	160%
7	6%	37%	68%	108%	148%
6½	5%	33%	61%	100%	137%
6	4%	29%	54%	92%	126%
5	3%	25%	47%	84%	116%
4	2%	21%	40%	76%	105%
3	1%	17%	33%	68%	94%
2½	1%	14%	26%	60%	83%
2	0%	10%	19%	52%	72%
1½	0%	6%	12%	44%	61%
1	0%	3%	5%	36%	49%
½ (6 in.)	0%	2%	3%	28%	39%
¼ (3 in.)	0%	1%	2%	20%	28%
1 inch	0%	0%	1%	12%	17%

Note: The ranges in the above table are measured as follows: very long = 176-230 yards; long = 120-175 yards; medium = 81-119 yards; short = 26-80 yards; and point blank = up to 25 yards.

The arrow during a melee round

In almost every combat situation, an arrow either hits or misses before the melee turn or round is completed. A melee turn in the D&D rules lasts 10 seconds; an arrow only stays in the air for eight or nine seconds at best. (*Archery*, p. 89) The arrow travels so fast — between 120 and 200 feet per second (*Encyclopedia Britannica*, p. 260) — that the flight of an arrow aimed along a fairly flat trajectory at a target typically not very far away does not consume measurable time.

A trained English longbowman could fire an arrow about once every three seconds. This rate is some three shots per melee round. All of these arrows would arrive during the turn or round when they were fired. The sole exception would be a third arrow fired at a very long range target.

The archer and all his weapons

The bow is for use at a distance. Close combat calls for another weapon. In hand-to-hand fighting conditions, an archer drops his bow and seizes a hand weapon. Historically, archers used other weapons: Bowmen often selected an axe or a leaden maul for combat. (*Archery*, p. 114-115) Cutting weapons were also frequently employed.

Nevertheless, an archer's main weapon is the bow and arrow. A very powerful bow is not required (*ABC's of Archery*, p. 117). A normal male uses a bow with about a 45-pound pull. A heavy bow requires about 60 pounds of force to draw the arrow back. A heavy bow is needed for shooting at very long range.

The bow has proven a highly effective weapon of war for thousands of years. Limited in range, it is very deadly within the limitations. With rules to reflect these limits, archery can be a much more instrumental part of D&D or AD&D combat.

Suggested reading list

Encyclopedia Britannica Vol. 2, William Benton, publisher, Chicago, London, Toronto, 1959

C. J. Longman and H. Walrond, *Archery*, Frederick Ungar Publishing Co., New York, 1894

T. M. Hamilton, *Native American Bows*, George Shumway Publishers, York, Pa., 1972

G. Howard Gillelan, *ABC's of Bow & Arrow*, Stackpole Company, Harrisburg, Pa., 1967

Mathematically correct figures for various target sizes are listed in the first table following. The table immediately following the size factor table lists compromise figures between those proven by real life and those proven by mathematical calculations.

When these tables are used, the basic subtractions of -2 "to hit" at medium range and -5 at long range, as given in the rules, do not apply. The table already reflects the necessary target size and range adjustments.

Target height (feet)	Percent of human size DRAGON issue #45	Mathematically accurate
24	525%	1600%
21	375-500	1225%
18	300-350	900%
15	225-275%	625%
13	200%	467%
12	175%	400%
10½	150%	313%
9	125%	225%
7	110%	133%
6½	105%	117%
6	100%	100%
5	90%	70%
4	75%	45%
3	50%	25%
2½	40%	17%
2	30%	11%
1½	20%	6%
1	10%	3%
½ (6 in.)	5%	1%
¼ (3 in.)	2%	.25%
1 inch	.5%	.03%

Bowmanship made more meaningful

by Carl Parlagreco

There is a certain simplicity to the rule systems for, bows and arrows in the D&D® and AD&D™ games which I have found rather irksome, especially in light of my own (admittedly meager) experience with archery. The first problem is the relative ease with which characters pick up the ability to use a bow. The English yeoman must begin training as a boy, but the 4th-level fighter who decides to obtain expertise in a bow can pick it up in the time it takes to gain a new level — certainly nowhere near the amount of time the English yeoman put into it.

To make acquisition of bowmanship skills more difficult, triple the normal non-expertise penalty for bows. Each time someone takes expertise in a bow, the penalty is reduced by 1 plus their dexterity bonus to hit (if it applies), with a minimum reduction of 1 in all cases. So a fighter with an 18 dexterity would gain a 4-point reduction of the penalty each time he or she took expertise, while a fighter with a 5 dexterity, who spends a lot of time fumbling around with the thing, won't get as good as quickly, and the non-proficiency penalty will be reduced by only 1 each time.

This penalty is not applicable to elves, since elves seem to have the same sort of relationship with bows as they have with magic — a very close one.

The next subject is how much strength is needed to properly operate a certain type of bow. To be sure, this has been accounted for somewhat in the range factors, but still there is something missing. What happens if adventurers pick up the

A long bow isn't always a strong bow

The chart printed with this article was developed from an idea submitted to DRAGON™ magazine by Robert Bowling, who suggested to us that the AD&D™ weapon statistics could be expanded to allow for bows of varying strengths. Robert provided a chart which listed bows according to the pounds of force needed to use the weapon effectively, the minimum strength required for a character attempting to employ a bow of a certain strength, and the amount of damage done by a hit with an arrow from that bow.

It was a good idea, which staff member Gali Sanchez made even better by revising and expanding the bow statistics into the chart which appears with this text. It should be noted that the figures presented here are not designed to be used with all of the information in the other articles in this section. In some cases, statistics from two of these articles may actually contradict each other, and at such times it is left to the reader to make the final judgement about which system is better suited to his wants and needs.

Classifying bows — specifically the composite long bow — in terms of the strength of the bow is justified from the standpoint of realism: Bows of varying amounts of "pull" do exist. According to an authority on archery we spoke to, a modern-day archer of average ability will be able to capably operate a bow in the 45-70 pound range when hunting or target shooting. The minimum strength needed for a fighter or assassin to use the least powerful average-type bow (45-pound) is 12. Fighters with a strength

lower than 12 will have to settle for proficiency in a bow of below-average power, resulting in penalties for the determination of ranges, "to hit" and damage figures. An arrow fired from a bow of 40 pounds or less will only do 1-4 points of damage instead of the standard 1-6.

On the other end of the chart, only fighters with exceptional (18/01 or greater) strength will be able to operate a bow of more than 100 pounds. Bows with greater power benefit the user by offering longer range capability, less severe "to hit" penalties at medium and long range, and gradually improved damage potential. However, note that a character using a bow under this system does *not* receive a bonus to damage by virtue of above-average (16 or better) strength. Instead, the damage adjustment given in the chart is added to the base 1-6 points done by the arrow. Archers with strength of 17 or greater will enjoy an even better damage adjustment than is provided for in the AD&D rules, because the increase is a function of the improved quality of the *bow* rather than the muscle power used to operate it.

The damage-adjustment rule can work in the other direction for a character who isn't using the most powerful bow he can possibly employ. For instance, a fighter with 18/51 strength and a fighter of 11 strength will both do only 1-4 points of damage if they're firing from 30-pound bows, and will abide by the same range and "to hit" requirements even though their strengths are drastically different. With a system like this, a fighter or assassin is well advised to shop around for

bow of Odysseus? A great weapon, but who could string it? How much trouble would someone with a strength of 3 have trying to string a very powerful longbow? To deal with this situation, use the following table:

Bow type	Strength needed	
	(min.)	(max.)
Bow, composite, long	16	18/76
Bow, composite, short	15	18/50
Bow, long	12	18/01
Bow, short	8	15
Crossbow, heavy	16	18/00
Crossbow, light	15	18/60

The strength maximums and minimums can be thought of in much the same way as racial limitations. They are not fixed permanently; these are just the values I came up with. If someone prefers the short bow to be strength 3-9 and the long bow strength 10-18, for instance, those changes can easily be made.

To be able to use a bow effectively, a character must have a strength at least equal to the minimum on the chart. If the character is weaker than the bow, hit probability is seriously affected, by a factor of -2 for each point of strength lower. (Too much effort is going into drawing the bow as opposed to aiming it.) Optionally, crossbows may be cocked readily enough by anyone with a strength as much as 2 lower than the listed minimum. Mechanical cocking devices would eliminate strength considerations entirely in cocking the crossbow (or you could

have your ogre friend do it for you, but what happens when he isn't around?). Once the crossbow is cocked, a character of any strength would have no problem firing it.

The strength ratings can be used to determine which characters can use which bows. The strengths can also determine hit probability for the bow. I use the easiest method: The hit probability for a bow according to its strength is the same as the hit probability for a character of the same strength, with bonuses to damage also applied when they pertain.

Used individually, these two revisions in the rules could unbalance a game. Used in tandem, they counteract each other somewhat. The first revision, by making bow expertise so hard to get, would make things tougher for player characters. The second, which effectively gives a very good hit probability bonus to the bowman, gives players an advantage (of course, *everybody* has the same advantage and disadvantage, but my players tend not to see that). Expertise in a bow is hard to get, but once you've got it, you have a very useful skill.

With this revision, what happens to magical bows? Why worry about a magical +1 bow in that dragon's hoard when you can get an 18 strength bow that hits better for more damage? Here is where the last revision comes in: Magic bows can be made to have a new nature. Some of them always hit their target, but an 18/00, or even 19 or 20 strength, is needed to draw them! Others may have a 15 or 17 strength for hitting and damage purposes, but may be drawn by anyone of any strength.

Good luck with your new breed of bowmen and keep your bowstrings dry!

the strongest bow he's capable of using. And, although comparative prices and manufacturing times aren't discussed in this article, it is logical that 60-pound bows would be much more abundant on the shelves of weapon shops, and much easier to obtain, than those of substantially greater power.

The 60-pound bow was the norm before modification of the range, "to hit" and damage figures. Statistics for that type of bow are the same as the figures given for the composite long bow in the AD&D rules. Figures for bows stronger or weaker than 60 pounds are gradually altered to provide a definite difference between each bow and the ones adjacent to it on the chart. For instance, the 50-pound bow differs from the "official" 60-pound bow by having its maximum long range cut from 210 to 200 yards, and the 70-pound bow is slightly superior to the 60-pound bow in that the "to hit" adjustment at long range is only -4 instead of the customary -5.

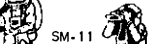
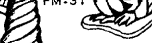
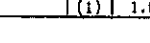
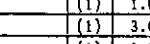
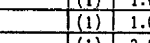
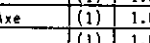
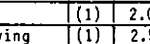
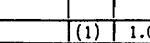
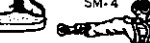
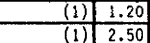
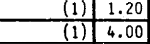
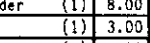
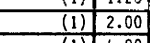
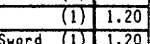
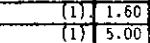
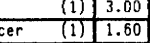
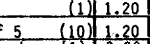
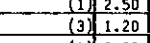
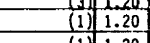
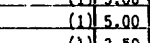
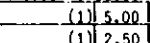
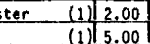
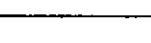
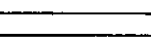
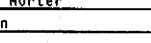
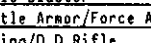
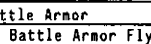
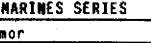
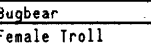
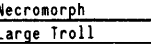
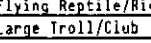
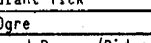
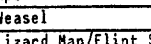
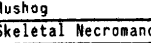
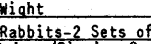
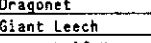
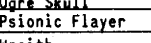
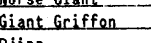
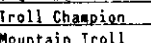
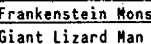
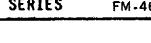
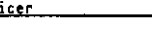
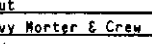
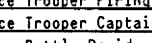
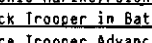
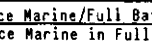
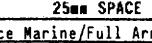
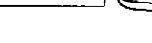
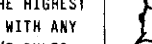
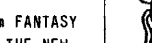
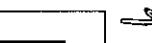
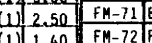
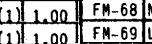
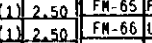
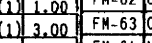
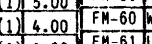
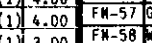
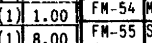
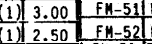
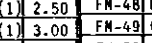
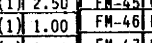
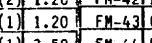
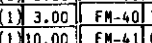
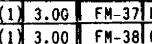
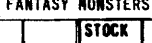
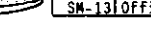
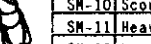
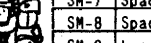
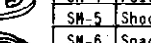
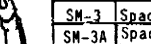
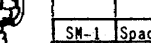
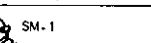
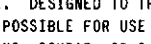
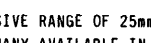
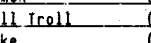
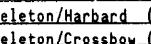
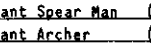
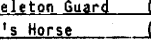
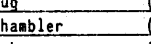
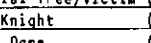
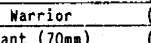
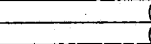
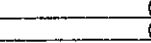
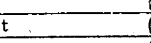
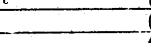
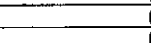
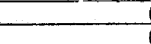
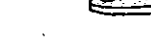
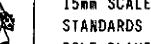
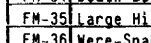
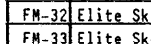
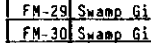
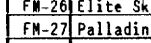
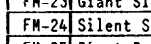
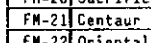
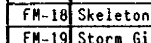
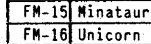
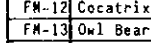
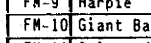
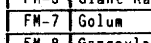
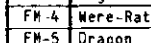
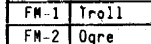
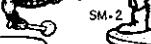
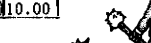
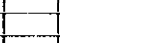
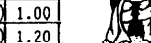
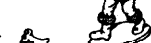
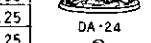
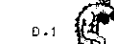
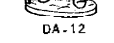
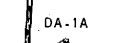
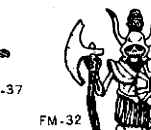
The maximum effective range of the most powerful longbow is 300 yards. It may seem unrealistic to assume that any archer — even one with 18/00 strength and a 150-pound bow — could hit what he was aiming at from a distance of 3 football fields away. However, target-shooting contests have taken place in the real world with contestants firing at objects from that distance. Granted, real archers may not be able to hit a man-sized (or even monster-sized) target at that distance once in 10 tries — but then again, there aren't any archers in the real world with 18/00 strength, either.

Minimum strength required	Pound test	Range			"To hit" adj.			Damage adj.
		S	M	L	S	M	L	
9	20	5	10	15	-1	-3	-6	(1d4)
10	30	5	10	18	--	-3	-6	(1d4)
11	40	6	11	19	--	-2	-6	(1d4)
12	45	6	11	19	--	-2	-6	(1d4)
13	50	6	12	20	--	-2	-5	--
14	60	6	12	21	--	-2	-5	--
15	70	6	12	21	--	-2	-4	--
16	80	6	12	21	--	-2	-4	+1
17	90	7	13	22	--	-2	-4	+1 (+2)
18	100	7	13	22	--	-2	-4	+2 (+3)
18/01	110	7	13	23	--	-2	-4	+2 (+4)
18/51	120	7	14	24	--	-2	-4	+3 (+5)
18/76	130	7	14	26	--	-1	-4	+4 (+6)
18/91	140	7	14	28	--	-1	-4	+5 (+7)
18/00	150	7	14	30	--	-1	-4	+6 (+8)

ASGARD MINIATURES

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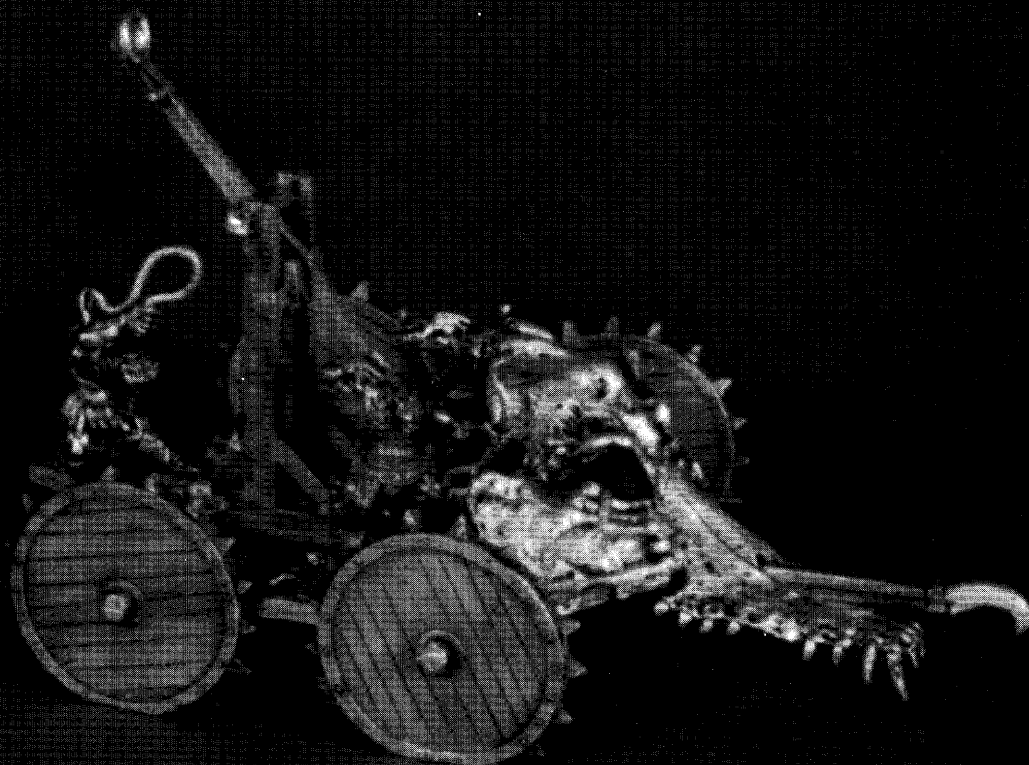


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RAL PARTHA

SWORDS

SLICING INTO A SHARP TOPIC

BY DAVID NALLE

For many, fantasy conjures up the image of a brawny barbarian brandishing a burnished blade. Alliterations aside, the sword was usually the weapon of choice for hand-to-hand combat, be it a switch-blade or a great sword.

And, regardless of changes in design and use, the parts of the sword remained basically the same from the beginning of the Middle Ages to the present.

The blade was the essential component of a sword. Sometimes references to a sword include only its blade, the irreplaceable and lasting part of the

weapon. The other parts are termed accoutrements, which could be removed, changed or replaced.

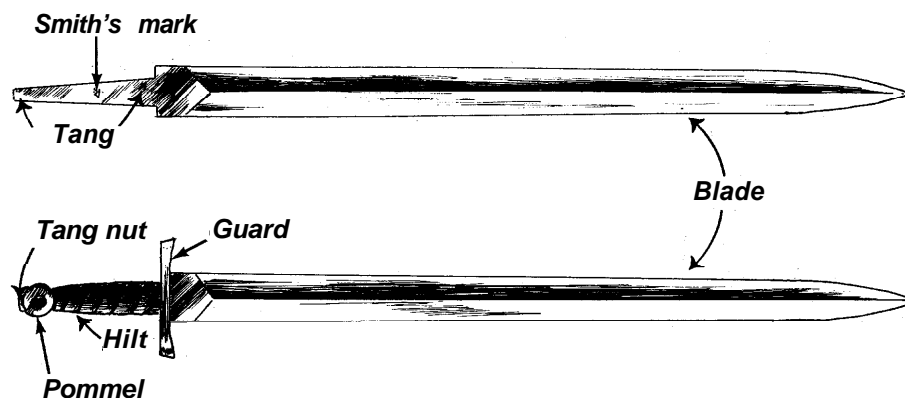
A medieval blade usually had two cutting edges; ranged between 30 and 70 inches in length; was pointed; and often incorporated design features such as a blood runnel. The blade bottom ended in the tang, a metal spur used to attach the blade to the rest of the weapon. The tang was thinner than the blade, usually four to 12 inches long and an inch or so wide. On early swords the tang was welded to the blade, but these types tended to break off; later, the tang was forged as an integral part of the blade. The tang was designed so that a tang nut could be hammered, shrunk, or screwed onto the end to attach the pommel and hold it onto the hilt.

The guard was a forged iron cross-piece attached perpendicular at the junction of the blade and the tang. It varied in size and shape, and the final form in the Middle Ages was from five to 14

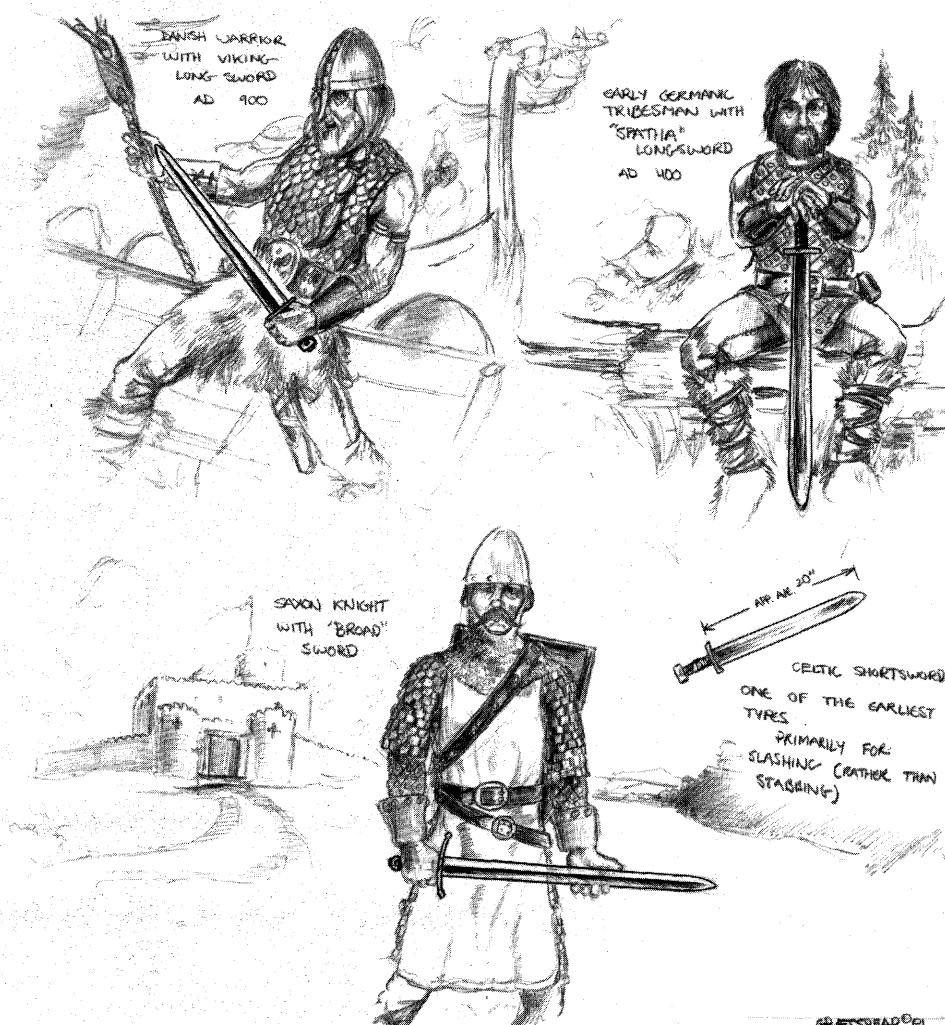
inches in length. It served to keep the weapon of an opponent from sliding up the blade and cutting the wielder's hand. During the Renaissance guards became much more complex, protecting the hand from lighter, pointed swords.

The hilt was a covering over the length of the tang from the guard to the pommel. It was usually made from cloth or leather, textured with string or wire for a better grip.

The pommel changed with fashion and can be used to date swords. It was designed to keep the sword from sliding from the wielder's hand and also balanced lighter swords. It was attached to the tang and sometimes served as a tang nut. The pommel usually was heavy metal, sometimes covered with cloth. At first it was just a ring or crossbar, though later pommels were often sculpted, or in geometrical shapes. This most visible part of the sword was ornamented in any of a number of ways. Heavy pommels also could be used as clubs.



The parts of the medieval sword, as illustrated on a typical long sword. Note that the top drawing includes the blade and tang only; the bottom drawing shows the accoutrements generally found on swords during the Middle Ages.



Four different types of swords used by northern European warriors: The long sword as used by the Vikings (top left), the German spatha (top right), the broadsword, an offspring of the spatha (bottom left), and the pointless Celtic sword (bottom right).

Swords changed history and were changed by history. The bastard sword (top left) and two-handed sword (bottom left) were responses to improved armor, while the falchion was more practical for archery units than the broadsword (bottom right). Damascene-type swords, such as the scimitar (top right), were prized possessions, while Rome's legions spread the gladius (bottom center).

EDGED EVOLUTION

The sword, which slowly evolved from the Greek spear, first came into popular use during the Roman Empire. Three early types of swords developed: the Celtic sword, the Roman gladius, and the German spatha. Though different in design, aspects of each were eventually incorporated in the weapons associated with the age of chivalry.

From about 400 BC to AD 100 the Celtic sword was popular with Celtic and Teutonic tribes spread from Scotland to Turkey. (Their main concentrations were in the British Isles, the Balkans, and France.) The broad, flat-edged Celtic blade had no real point, and was used exclusively for cutting or hacking, making it similar in function, if not appearance, to the battle axe.

The blade was about 30 inches long and two inches wide. The point was

rounded to a width of about 1½ inches. There was no blood runnel, and the guard and pommel were usually either an iron bar or a bronze ring, usually not very large. The function of this sword was very similar to that of the battle axe.

The spatha was a longer sword used mainly by the Gauls and Germans. A spatha was usually about 50 inches long with a three-inch-wide blade. It was a cutting weapon with two edges. Some had points, though these were usually not used.

The Germans spread this ancestor of the broadsword around Europe while serving as mercenaries for Rome. The blade was generally four-sided, with a diamond-shaped cross section. The pommel and guard were usually bars of metal, or metal-bonded wood or bone.

The gladius was one of the finest fighting weapons of the period, mass produced and spread by Roman legionnaires. The typical gladius was somewhat less than 30 inches in length, with the greatest blade width about 1½ inches. The blade was four- or eight-sided, very stiff, and had a sharp point.

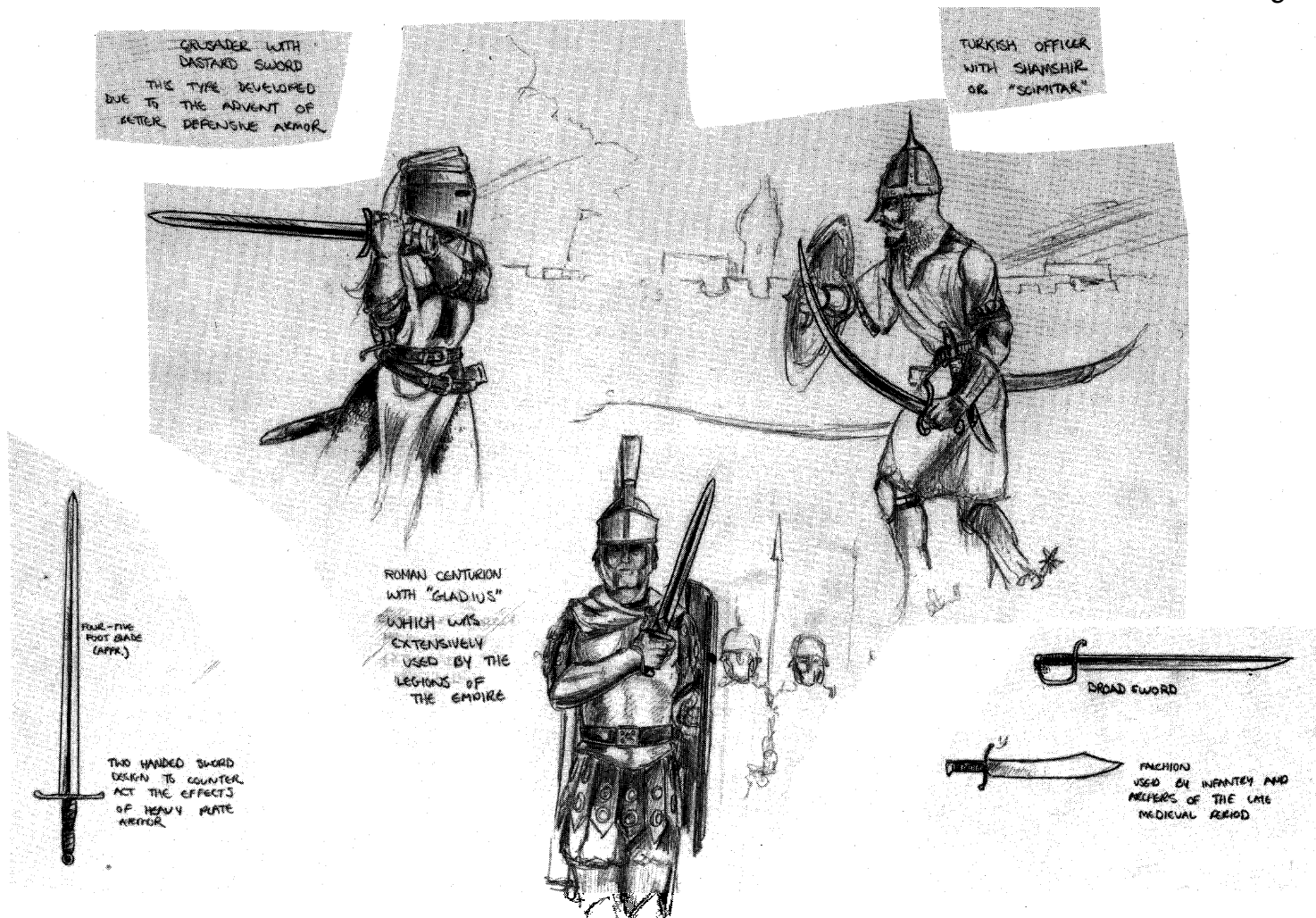
The Roman short sword shown in the movies is much more similar to the Celtic sword than to a historical gladius. It was

a stabbing weapon for use against lightly armored troops. The guard was usually a small bar, and the pommel was of variable shape, though it was usually a heavy bar or block. The cross-section of the blade was either a triangle or a squashed octagon.

European tribes used these three early swords until the 9th century, when Ulfberht, a Teuton bladesmith, developed the broadsword, the dominant blade of the high Middle Ages. This was a longer, better-balanced version of the Celtic sword and incorporated the length of the spatha and the point of the gladius.

Ulfberht's sword was originally intended for use against chainmail and had a point for thrusting and an edge for cutting. As plate armor came into greater use in the 13th century, Ulfberht's design was expanded to form the three basic sword types of the high Middle Ages: the broadsword, the bastard sword, and the two-handed greatsword. Length and weight were increased in these swords to increase cutting ability.

The broadsword followed the original design. It was about 50 inches long and weighed around two pounds, and was single- or double-edged. The bastard sword was similar, but was intended to be



used with either one or two hands to allow a heavy double-handed blow. Bastard swords were about 60 inches long and weighed some four pounds. The hilt was lengthened to leave room for two hands. The greatsword had a very long hilt to accommodate two hands with ease, as it was always used with two hands. It tended to be 70 inches long and weighed up to seven pounds. These swords usually had triangular blades and points, though these were omitted on some longer blades that were impractical to thrust with.

(A bit of clarification to reconcile gaming nomenclature with historical usage: The double-edged broadsword described above translates into the longsword of AD&D and D&D rules; the gaming broadsword has a single-edged, triangular blade. The Celtic sword and gladius both correspond to the short sword as described in the rules. The bastard sword does damage as its gaming counterpart, but only when swung with two hands. When used one-handed, the bastard sword does damage as a long sword. Lastly, the spatha should be considered a long sword for gaming purposes.)

Changes in armor design and the style of combat prompted changes in sword

construction and the sword adapted to stay the most versatile and practical weapon for the medieval warrior. If gunpowder had not changed warfare so radically, heavy swords and armor might have stayed to this day. But, when the gun made armor obsolete, the sword changed again to the light, pointed form of the post-medieval period.

After the Roman Empire, most swords were made in Scandinavia or Germany. The most noted swordsmiths of this period were Ulfberht, Ingelrud, Romaric, Ranvik, and Eckelhardus. It was not until the later Middle Ages that towns in southern Europe and the Middle East became famous for their swords. Eventually, the Syrian city of Damascus became legendary for the quality of the steel in its swords. Toledo did not achieve renown until the 15th and 16th centuries when higher heats allowed duplication of Damascus' quality.

Most swords were not made at famous forges by smiths remembered by history. Every smith had his mark, and swords bearing hundreds of different marks survive. Every town had a swordsmith and some, like London, were large enough to have a guild of bladesmiths and one of hiltiers as well. Wherever knights and

men at arms needed weapons, smiths would be. The craft of sword forging was widely known throughout Europe, although some smiths had more skill than others. The process was unreliable, enough so that any smith might make a great blade, though some might never do so.

FORGING THE SWORD

In the Middle Ages swords were made from various grades and types of iron and steel by a number of different methods. Ore — and the way it was refined — and the skill of the smith determined the quality of the sword.

The fall of the Roman Empire also brought the end of its European mines. Early medieval smiths found ore where they could, mostly in bogs or other areas needing little or no excavation.

Ore found in bogs contained many

impurities that made for poor iron unless removed. Smelting under high heat burned some foreign matter; the smith removed the rest by working with the hot iron.

During smelting, ore was sealed in a clay furnace that was broken up afterward. The metal was heated to around 500 degrees Centigrade, much cooler than the 1,100 degrees used today. After smelting, the remaining slag was worked out by the smith to produce wrought iron. If too many impurities remained, the iron was resmelted.

The smelting and working methods were not completely effective, and much of the iron of the Dark Ages and the early Middle Ages was so poor as to be worthless in combat.

The goal in forging a sword is stiffness and a good edge. The dangers are making the blade too stiff, softness, or brittleness. Western European swords tended towards softness, while Eastern swords were often brittle.

Swords made from plain wrought iron were much too soft, so steel was made by treating the hot iron with charcoal. This carbon hardening process required great care, because too much carbon could make the the sword brittle. The ideal carbon content was about .7%.

Hardness and flexibility were enhanced by tempering, the process of alternately

heating and cooling the blade. This draws the carbon to the surface of the blade and spreads the carbon by expanding and contracting the metal. Many substances were tried for cooling the steel. One quality smiths looked for was a high boiling point, so the coolant would not boil away when it touched the hot metal. Some of the most popular coolants were water, oil, urine from goats, molten lead, honey, radish juice, moist clay, or, in the east, human blood. The most effective of these were probably urine, oil, and radish juice.

The carbon content of the blade was often proven during the tempering process. Blades with too much carbon could shatter when cooled. Most smiths lost several swords due to this reason for each one they completed.

The two main methods for forging quality swords in the Middle Ages used different approaches to the problem of generating relatively uniform hardness and flexibility in the blade. In the east, a technique called Damascus was dominant, while a simpler method called pattern welding was popular in the west. A third system called clay casing was also used to forge lower-quality swords.

Each of these methods leaves a distinct pattern in the blade from the deposit of carbon in the tempering process. This pattern is especially clear after a

number of years when the carbon is highlighted by the rusting of the metal. Both Damascene and pattern welding were complex techniques and difficult to perfect. Damascene produced a somewhat better blade, but more failed blades were produced in the process; pattern welding was quicker and more reliable. Clay casing was used mostly for producing mass-market, single-edge blades such as the falchion. It was faster than other methods, but the product was far inferior.

None of the techniques was really quick. A smith needed from 40 to 70 hours to make a good sword, and one commissioned by a special client might take weeks. In the Middle Ages, it was impossible to make a truly fine blade quickly.

Clay casing was a simple process. A blade was beaten from a piece of hot steel. The back of the blade was then coated in clay with the edge left bare. After the clay was applied the blade was fired again and cooled. The result would be the tempering of the edge of the blade while the clay-covered back remained flexible. This gave a good edge and retained some flexibility. The relatively simple process took only a few hours for each blade. The product was rather unreliable and poor against armor. Clay casing left a distinct line of discolora-

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tion down the length of the blade, marking the high-carbon area from the softer metal.

Damascene resulted in a very high carbon content, and a hard, sharp blade. This was achieved through repeated tempering and working the red-hot metal. A Damascene blade was tempered twice as many times as other blades, sometimes with different coolants. Tempering might be done as many as 25 times, with carbon content usually between .7% and 1.5%. To reach this high level carbon dust was added to the hot metal, melted and mixed in with the metal.

The smith worked the red-hot blade to disperse the carbon into small pockets all through the blade. The metal was beaten into thin strips of different carbon levels that were melded together in layers, with the most carbon on the outside. The final working of the complete blade fixed the carbon in place as much as possible. The ideal pattern of carbon pockets was in 40 rows running up the blade forming the "Mohammed's ladder." Swords with a perfect ladder fetched remarkable prices.

In the final step the Damascene blade was etched and polished with a mineral called "Zag," then fitted with hilt, guard and pommel. Lesser blades were shipped from Damascus to be accoutered and sold by local smiths.

Pattern welding was the preferred technique of western European smiths. This was a fast and effective method of forging, but in many ways was uneconomical, wasting more than half of the steel in the sharpening process.

The smith divided the hot iron into four long, thin bars, which were put in boxes of carbon dust. The metal absorbed the dust, becoming hard on the outside, but keeping a soft core. This resulted in high external carbon content, but an overall content of only .2% to 1%. Next, the four bars were heated and twisted together to

produce a long cable that cooled into a single piece and was hammered flat after it cooled. This cable-like affair was then filed down to about 40% of original size and an edge put on. The twisting left a candy-stripe pattern of carbon lines in a criss-cross design.

The final step was to treat the blade with acids, usually urine, acetic acid, or tannic acid, to give a good finish. Tannic acid was the best finishing acid as it helped prevent rust. After this the accoutrements were fitted, and the blade was ready for sale.

THE SWORD IN THE FANTASY CAMPAIGN

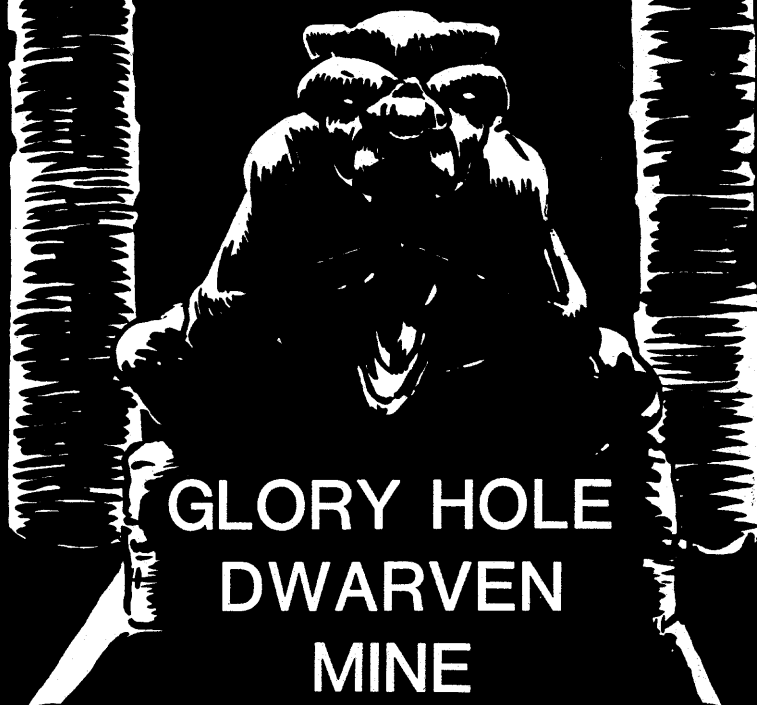
When a player asks for a special sword to be forged, the DM needs an idea of the long and rigorous process involved in making a fine weapon. Swords weren't just stamped out by the hundreds. Each one was a unique work, embodying the skill of a bladesmith. Swords of quality should not be sold cheaply and are a warrior's mark of success. Granting a first-class sword to a vassal is a sign of great favor, because of the symbolic

purpose of the weapon and its great expense. A lord had such a blade made as a reward to his bravest general or knight.

The fine sword is a weapon of kings and conquerors. The right to bear one should be reserved only for the finest of a race and should be a mark of valor.

The sword is not just a weapon, but represents the product of a complex and exacting art. No mere lump of iron, it can give life — or take it away.

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Convention schedule

DUNDRACON VI, Feb. 13-15 — The famed Dunfey Hotel in San Mateo, Cal. is the site of this convention, which features SF and fantasy role-playing games. For more information, write: Dun-draCon VI, 386 Alcatraz Ave., Oakland CA 94618.

MAINECON '82, Feb. 12-14 — All types of gaming events are planned for the next running of this annual convention, to be held in Portland, Maine. Persons interested in more information should contact John Wheeler, Mainecon '82 director/, 245 Water St., Bath ME 04530.

ORCCON 1982, Feb. 13-15 — Southern California's largest strategy game convention and exposition. To be held at the Sheraton-Anaheim Hotel, next to Disneyland in Anaheim, Calif. Wargames, fantasy games, SF games, and family game tournaments will be featured, along with industry exhibitors and many special events. Admission is \$12 at the door for three days, or \$8 at the door for one day only. Further information is available from OrcCon, P.O. Box 2577, Anaheim CA 92804.

VICTORIA FANTASY & SF FAIR, Feb. 27 — A one-day event sponsored jointly by the University of Victoria Science Fiction Association and the Victoria Star Trek Club, to be held at the Student Union Building at the University of Victoria in British Columbia, Canada. Scheduled attractions include showings of the films *Silent Running* and the original *Nosferatu*, a Super 8 film workshop, two AD&D competitions (beginners and experts), panel discussions, and trivia quizzes. Noted SF writer Jack Williamson will be the guest of honor. Registration fee is \$6 (Canadian) paid in advance, or \$7 at the door. Interested persons should contact Karl Johanson, 1594 Mortimer St., Victoria, B.C., Canada.

FANTASYLAIR '82, March 13-14 — Ponca City, Okla. is 2 hours from Wichita, Oklahoma City, and Tulsa, and 6 hours from Dallas and K.C., according to the sponsors of this event, the Northern Oklahoma Dungeoneers. The convention will feature continuous gaming of all types, including an official Pente tournament, an AD&D Open, and several other smaller AD&D tournaments. A "Monster Mash" ball featuring a costume contest will be held on Saturday night. Admission is \$4/day for members, \$6/day for non-members, and \$10/day after Feb. 1. Write: Northern Oklahoma Dungeoneers, P.O. Box 241, Ponca City OK 74602.

STELLARCON VII — QUASICON, March 26-27 — A mini-convention scheduled for the University of North Carolina campus in Greensboro. Films, guest speakers, a costume contest, computer demonstrations, and many types of gaming events will be on the agenda. For more information, send a self-addressed, stamped envelope to SF3, Box 4 E.U.C., UNC-Greensboro, Greensboro NC 27412.

MAVCON '82, April 2-4 — A gaming convention offering fantasy, science fiction, and wargaming competitions. The site will be the University of Texas in Arlington. More information is available by writing to MAVCON '82, Box 19348-50, University of Texas, Arlington Station, Arlington TX 76019.

SPRING REVEL, April 3-4 — More fellowship and fun from TSR Hobbies, including all of our — and your — favorite games, food, etc. Just drop in at the American Legion Hall, 735 Henry St., Lake Geneva, Wis., or for more information write: Spring Revel, c/o TSR Hobbies, Inc., P.O. Box 756, Lake Geneva WI 53147. Admission prices are \$3 for the weekend or \$2 for one day.

SCIENCE FICTION WEEKEND, April 8-11 — This will be a large exposition at the Registry Hotel in Irvine, Calif., to be concerned primarily with science fiction literature and games, but also scheduled to include tournaments for D&D players and gamers of other persuasions. The salesroom will have more than 50 tables of merchandise which should interest SF and fantasy fans. Several special programs, panel discussions, and an awards luncheon are on the schedule. Full-time memberships are \$12 apiece in advance or \$17.50 at the door. One-day admission prices are \$5 for Thursday and Sunday and \$7.50 for Friday and Saturday. Contact: Science Fiction Weekend, c/o Fantasy Publishing Company, 1855 West Main St., Alhambra CA 91801.

MUNCHCON II, April 16-17 — To be held in Corbly Hall on the campus of Marshall University in Huntington, W. Va. Guest speakers will include Richard and Wendy Pini, Jean Lorrach, and (tentatively) L. Sprague and Catherine deCamp. Seminars, D&D tournaments, films, and an art show are on the schedule — and admission is free! For details, send a SASE to Marshall University Science Fiction Society, Memorial Student Center, Marshall University, Huntington WV 25701.

CONTRETEMPS, April 23-25 — A science-fiction convention to be held in Omaha, Neb. Further information is available by writing to: Ship to Shore, P.O. Box 12373, Omaha NE 68112.

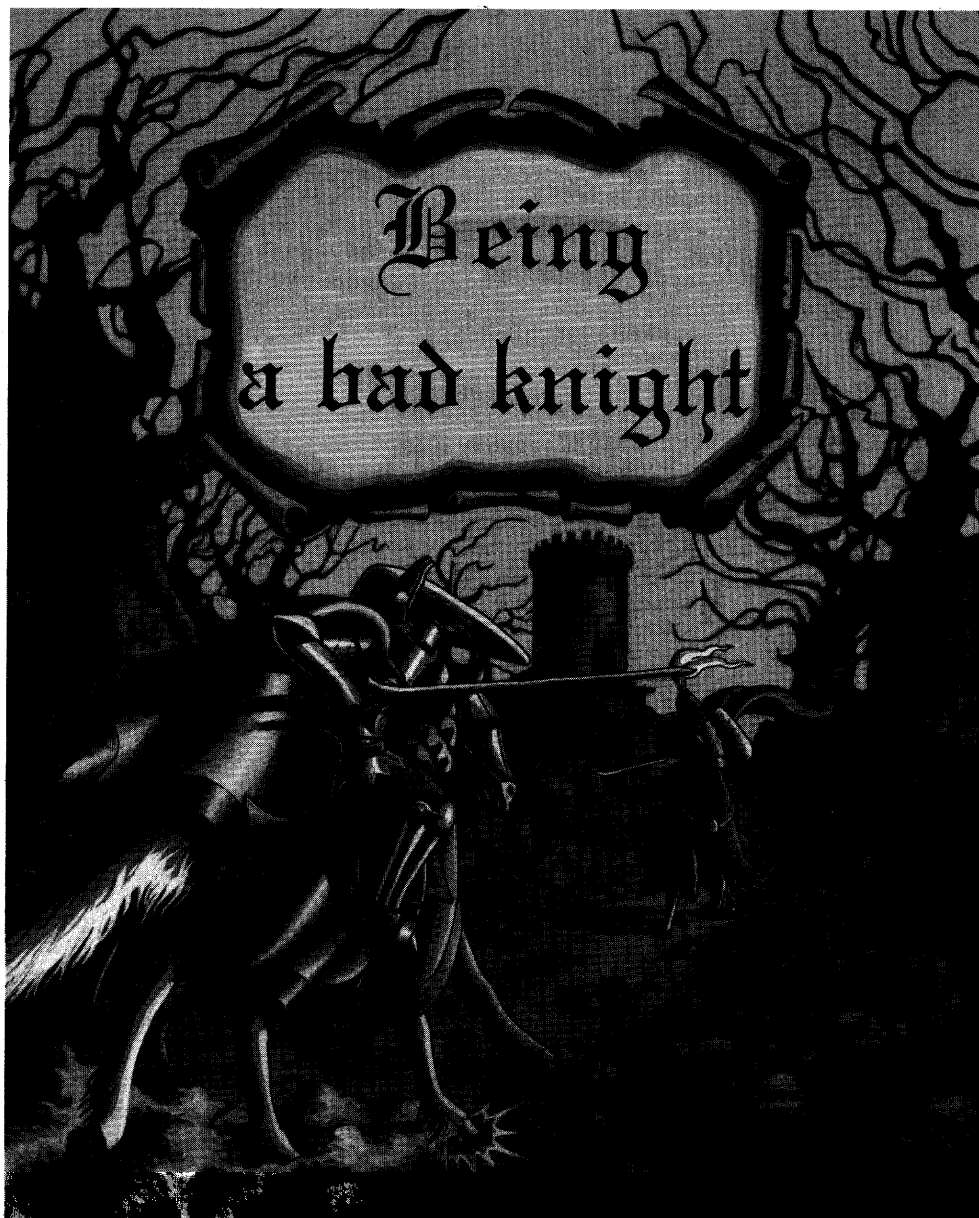
MARCON XVII, April 30-May 2 — The University Hilton Inn, 3110 Olentangy River Road, Columbus, Ohio, is the site of this convention, which features guest of honor Hal Clement. Admission prices are \$12.50 through April 1, \$15 at the door. For more information, write to Marcon XVII, P.O. Box 2583, Columbus OH 43216.

LEXICON I, May 1 — Role-playing games, wargames, comics, and lots of other subjects will be part of this one-day event in the Bishop Kearney High School hall in Rochester, N.Y. For more information, write to Mike Bovard, President of the Bishop Kearney Gaming Association, 24 Leonard Crescent, Penfield NY 14526.

CONQUEST III, May 28-30 — SF author Norman Spinrad will be the guest of honor at this gaming event, to be held at the Continental Hotel, Kansas City, Mo. Tournaments are scheduled for AD&D and TFT players, among others, and a game room will be open round the clock. Registration is \$9 until April 30, \$12 thereafter. Contact: CONQUEST III, P.O. Box 32055, Kansas City MO 64111.

GRIMCON IV, May 28-31 — A fantasy and SF gaming gathering to be held at the Oakland Hyatt House, Oakland, Calif. The schedule includes all the usual convention attractions: films, dealers, demonstrations, and lots of tournaments. Pre-registration cost is \$14 for all four days. At the door, a four-day ticket will cost \$17, and single-session admission at the door is \$7. More information is available by writing to GRIMCON, P.O. Box 4153, Berkeley CA 94704.

M.I.G.S. III, May 30 — The Military Interests and Games Society will stage this event at the Kitchener-Waterloo Regional Police Association Recreation Centre in Kitchener, Ontario, Canada. Tutorials, seminars, painting contests, a flea market, board-game competitions, and miniatures tournaments are among the events on the schedule. Contact: Les Scanlon, President of M.I.G.S., 473 Upper Wentworth St., Hamilton, Ontario, Canada L9A 4T6.



by Glenn Rahman

The standard rules of the KNIGHTS OF CAMELOT™ Game encourage a player to increase his virtue and his skill at arms until he can convince King Arthur to dub him a knight of the Round Table. Yet, readers of the legends of Arthur will be aware that few knights met the standards of those who aspired to Camelot. Many rough, ill-natured knights spent their days robbing, slaying, and challenging the honor of British maidenhood. In the course of their lives, they experienced excitement and peril equal to any known by the knights of the Round Table. If the knights of Camelot did not have these knaves to foil and chasten, the legends of Arthur would have been so impoverished that only a few experts would have bothered to read them at all.

Since it can be fun to play the bad guy sometimes, this variant of the second edition KNIGHTS OF CAMELOT rules will outline the method by which a brave knight may depart from the paths of virtue.

Beginning the game

Until the player decides to make his character a Knave, the standard rules are in effect. Where the Knave differs from the Knight is in his indifference to the glow of Camelot, in his desire to be feared in Britain, to reap fortune and pleasure by means fair and foul.

Even after the character becomes a Knave, all the rules hold except where stated otherwise. For example, although the character is a Knave, it is probable that he will earn various amounts of Chivalry and Virtue Points. He will be likely

to compete in Tournaments and partake in Adventures. Except where abrogated by this variant, all the usual awards and penalties apply to the Knave.

How to win as a Knave

A player wins as a Knave if his character is the first Knave to acquire ten Knave Victory Points (KVP) by committing Acts of Villainy.

There are several different Acts of Villainy. A Knave may commit a single type of Act any number of times, but he is penalized for his lack of variety; that is, the number of times he must commit the same Act in order to earn another KVP keeps doubling. For example, if a Knave slays a good Knight, he chalks up one

KVP. But this same Knave must slay two more good Knights to earn a second KVP with the same Act. Should he wish to earn a third point by killing good Knights, he must slay *four* more. If he hopes to earn ten KVP's solely by this single type of Act of Villainy, the Knave will have to slay 1,791 good Knights — a hopeless task, as there are only 75 non-player Knights in the game. Clearly, a Knave will win more quickly if he commits as many different types of Acts of Villainy as he can.

The Acts of Villainy

A. Distressing a Lady: If a Knave intends to Distress an encountered Lady, he must first defeat any companions with her. If the Lady is not accompanied, the Knave makes a Luck Roll. If it fails, one Knight will hear the Lady's scream and combat the Knave in her behalf.

When there is no one left to defend the Lady, she will defend herself — first by Enchantment attempt (if an Enchantress) and then, if necessary, by using one combat die.

Since the Knave's wish is to distress and not to slay, he must defeat her barehanded (one die). However, since Ladies do not use shields, he receives a +2 combat add. Performing the Act of Villainy costs the Knave a 6 VP penalty.

A defeated Lady may be forced to accompany a Knave to one of his Castles and be Imprisoned.

B. Imprisoning Persons: A King, Knight or Lady whom the Knave personally defeats may be forced to accompany him to one of his Castles and be therein Imprisoned (see "Player Jailors," page 22 of the rule book). The Act of Villainy is completed when the prisoner enters the controlled Castle.

If another Player Knight or Knave (PK) wishes to free any of the Knave's prisoners, he may do so as per "Rescuing a Prisoner," page 22 of the rule book. A PK receives 6 VP for each prisoner he frees. Additionally, he wins the friendship of those he rescues.

Should a Knave happen to Imprison the Lord or Lady of another PK, that PK

immediately receives the Message that his "Lady (Lord) is Imprisoned" (page 23 of the rule book). Until he or she is freed, the Imprisoned Lord or Lady cannot grant Requests.

A Knave may free his own prisoner. However, this action will erase his credit for an Act of Villainy for taking the prisoner.

C. Looting a Shrine: To commit this Act, the Knave must enter the Shrine and announce his intent to Loot it. A die is rolled; on a 1-3, that number of Knights will appear to defend the Shrine; on a 4-6, no one will appear. To bring off this act successfully, any defenders must be defeated. Looting a Shrine penalizes the Knave 12 VP.

D. Piracy: A Knave who turns pirate commits an Act of Villainy if he attacks and defeats any non-pirate ship upon the seas. This includes any non-pirate ship carrying another PK, as well as non-player Merchant Ships.

To encounter a non-player Merchant Ship, the Knave player rolls the Sea Encounter dice (Page 27 of the rule book). If the result is "No encounter," the piratical Knave may read it as "Merchant Ship Sighted." If it comes up anything other than "No encounter," the standard rules are followed. Non-player Pirates *may* attack a Knave-pirate's Ship.

To determine the strength of the Merchant Ship, the Knave player draws a random Ship counter. On the basis of its printed strength, the Knave must decide whether or not to attack it.

Only after he has committed himself to the attack may the Knave player roll two dice to determine what passengers may be on board the Merchant Ship:

Dice Merchant Ship Passengers

- 2 Ghost Ship: no passengers, no crew. The superstitious pirates are frightened and maroon the Knave for a Jonah. Treat as a "Shipwreck" (page 27 of the rule book).
- 3 Druid; attempts to Enchant.
- 4 1-6 Knights (determine number at random).
- 5 Possible Knights. Roll 1 die and subtract 3, yielding 1-3 Knights, or no Knights at all.
- 6 A Dwarf.
- 7 No passengers.
- 8 A Lady; possible Knights (see #5).
- 9 A Priest; treat him as a Goodly Hermit Man.
- 10 Disguised pirates. Combating this ship is not an Act of Villainy. Draw 7 Brigand chits to serve as the pirate ship crew.
- 11 King with 0-5 Knights. Roll one die to determine number of Knights; on a roll of 6, the King is alone.
- 12 Magic Ship. The PK is immediately whisked away to Faerie alone. The usual 12 VP award is not given to the PK.

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When a Knave-pirate attacks another vessel, his Ship fights first, then himself, then his companion Knights. The Knave's ship is not eliminated until the Knave has fought and been defeated. If the PK prefers to fight before his Ship (perhaps to win CP's, VP's or SP's), he may; but when the pirates of his crew see both the Knave and his knightly companions defeated, they will leave the PK behind and flee.

If the Knave-pirate is defeated, he will continue on with the enemy ship to a randomly determined port or coast, where he will disembark. Any Knight's Fate which could not be enacted upon the sea will be put into effect immediately upon landing. If the Fate is to be Imprisoned, the Knave is placed in a Castle at once.

If there is no Knightly character to give the Knave his Knight's Fate, the defeated PK's Fate is automatically Imprisonment. He is placed in the Castle of the King or Provincial Lord of the area in which the Ship lands. If sent to "Logres-5" (no coast), the Ship's destination is random: 1-2, Brittany; 3-4, Gaul; 5-6, Benwick.

The kings of Britain resent Pirates preying on their coasts, so it is wise for the Knave to keep moving. If a Knave captures a non-piratical vessel in a Sea Area and then remains in that Sea Area, the next Merchant Ship he encounters on an Encounter roll of "7" will be a warship dispatched to fight Pirates — and it will contain 1-6 Knights. Combat with the warship is compulsory.

E. Seizing a Castle by Storm: Successfully Storming a Castle (see page 22 of the rule book), if done for the purpose of controlling the Castle in future game turns, is an Act of Villainy.

The Knave may not Storm the Castle of his own Lord or Lady. Otherwise, any Castle may be Stormed. Camelot will be defended by 2-12 Knights; any Knave who successfully Storms Camelot must deal with an automatic counter-storm by 1-6 Knights on each turn when he does not make a successful Luck Roll. Taking Camelot and holding it for three complete turns earns the Knave an additional 1 KVP.

If the lord of the Castle is a King, that King will defend himself in his throne room. The use of horses or lances is prohibited in interior fighting of this type. If the lord is a Lady, she will defend herself with 1 combat die, and may be Distressed. Any defeated King or Lady may be Imprisoned.

The loot a Knave takes from a Castle allows him to hire non-player Knights to defend his own Castle. Determine a random number from 1-3 and draw that number of Knights from the deck. These Knights perform no other function than to defend the Castle against attacks. Other Knights (those whom the Knave personally defeats) may be sent to the

Castle to reinforce its hired garrison. A Castle guard defeated in Combat ceases to be a Castle guard.

The Knave may treat a Castle he takes by Storm the same as one which he receives from his Lord by request. However, the Castle taken by storm can only be taken away by force. If player or non-player Knights storm it successfully, it is lost. If a PK defeats the Knave in battle, the Knave must surrender control of his Castles upon demand. (They are restored to their original Lords; the conquering PK does not win control from the Knave. Neither does he gain VP for the automatic release of any prisoners held in the Knave's lost Castles). The Knave also loses the Castles he won by Storm if he is defeated in combat by an Arthur Knight who gives him a Knight's Fate with a number greater than 4.

A Knave who successfully Storms the Castle of a Knave automatically releases the first Knave's prisoners. He cannot claim any Act of Villainy by keeping them Imprisoned.

F. Slaying a good Knight: It is an Act of Villainy to deal out the Knight's Fate of death to a good Knight. But it is not possible to know before hand that a foe's death is undeserved. Follow the procedure given under "Slaying" on page 12 of the rule book. If the test dice call for the loss of 15 CP and 6 VP, the Knave has also committed an Act of Villainy.

G. Slaying a Goodly Hermit Man: Slaying a Hermit is an Act of Villainy, unless he is a druid in disguise. With a WL of 1 and only one combat die, the Hermit is an easy target. To make this variant more interesting, any Goodly Hermit Man or druid has a possibility of placing a dying curse upon his slayer.

Upon slaying a Hermit, the Knave player makes a Luck Roll to determine whether he is cursed. The nature of the curse, if one is indicated, is established by a second die roll, reading the result from this list.

Die Hermit's "Dying Curse"

- 1 The Brittle Lance: The Knave's lance will break if a 10, 11 or 12 is rolled on the three attack dice.
- 2 The Faithful Encounter: The Knave receives a Prophecy he will encounter 1-6 Knights. They attack him on sight. If defeated by these Knights, the Knave will be slain.
- 3 The Prophecy of the Beast: The Knave receives a Prophecy that he will encounter a Monster.
- 4 The Mark of the Knave: The Knave player must subtract 1 from any encounter reaction dice he rolls.
- 5 The Life of Misfortune: The Knave player must subtract 1 from all his "Luck of the Day" rolls.
- 6 Doleful Retribution: Increase any Knight's Fate the Knave suffers by 2 in severity.



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Curses 2 and 3 are treated as Prophecies of Adventures. To remove a curse, the Knave must get a friendly reaction from a Goodly Hermit Man or an Arthur Knight and be able to secure a "Lift Enchantment" or a successful "Heal." Then the Knave will be granted a pilgrimage to Rome. When he reaches Rome, the curse is annulled.

Lord and Lady Service

It is usually a bad master who has a bad servant; here is why. After the Knave has committed his first Act of Villainy, he is apt to be looked upon with scorn by those of higher moral values. If he is an Arthur Knight already, he is dismissed from Arthur's service. No Knave may serve Arthur.

When Summoned by his Lord or Lady (see Messages, page 23-24), The Knave's recent activities are reviewed (immediately upon reaching the Castle of his Lord or Lady). If the Lord or Lady has a lower Virtue Level (VL) number than the Knave, one die is rolled. If the result is greater than or equal to the VL number of the Lord or Lady, the Knave is spurned and cast out from his service of that Lord or Lady. This applies only if the Knave has committed a new Act of Villainy since his last Summons and review by his Lord or Lady.

Should the Knave approach a King or Lady to request service, the same kind of moral judgement is made as above, with one die compared to the VL of the Lord or Lady. Only if the result is happy for the Knave will the character permit him to make a request for service. However, a Knave who enters a Lady's service through Seduction does not undergo any type of moral review. After he is in the Lady's service the rules above apply to any Summons his new Lady issues.

Should a Knave not heed his Lord's Summons, a second Summons will not only cost him 6 VP, but the Lord will revoke any Castle that he happens to have given the Knave earlier.

Encounters with Arthur Knights

Since Arthur Knights customarily ride around the countryside vanquishing Knaves, a Knave cannot expect to be well received by an Arthur Knight. If an Arthur Knight or a group containing an Arthur Knight encounters a Knave, 1 is subtracted from the result of their Reaction dice roll. Additionally, if a Knave commits an Act of Villainy while accompanied by a friendly Arthur Knight, that Knight will make a moral judgement. One die is rolled: If the result is greater than or equal to the VL number of the Arthur Knight, that Knight, will immediately leave the company of the Knave.

Encounters with Brigands

If a Knave encounters Brigands, they will not attack him if the player can make

a successful Luck Roll. If the Luck Roll is made, the Brigands will accept the Knave as their leader.

Brigands will travel with the Knave at the foot-movement rate. The Knave may mount his Brigands with horses robbed from defeated Knights and from Castles he controls. Mounted Brigands fight with swords (2 dice +1); the only Combat Events they heed is "horse killed" or "unhorsed."

In large Knightly combats, the WL's of the Brigands are not totalled with those of the Knave's party. In this and all other combats, the Brigands fight before the Knave, should he wish them to fight at all. If the Knave is defeated in combat, any Brigands he leads will run away. If the Brigands defeat another PK, the Knave player may administer the Knight's Fate.

Knave-led Brigands may not enter any Castle unless it is controlled by the Knave. Neither may they take passage



on Ships. If a Knave enters a Castle and leaves his Brigands outside, they will vanish at the end of the third complete turn afterward. If the Knave makes a successful Luck Roll, the Brigands will be waiting when he comes out.

Turning Pirate

If a Knave encounters Pirates they will not attack his Ship if a successful Luck Roll is made. The Brigand chits that represent the Pirates are exchanged for a Ship counter of a strength equal to or less than the combined strength of the Brigands. The other Ship on which the Knave was riding (unless the Knave is already a Pirate) is removed from the map. A Knave may command any number of Pirate Ships.

Combat

A Knave would not be much of a knave if he had to fight fair all the time. Hence, a Knave is never forced by the rules to fight without advantage. If he fights unchivalrously and wins, he earns "Scoundrel Points" (SP) equal to half the Wound Level of any Knightly opponent he defeats. If defeated while fighting unchivalrously, he earns 3 SP. A Knave's WL is equal to his CP plus his SP, divided by 10. This explains how some wicked Knights have large WL's.

Many things a Knave is expected to do will cost him CP penalties. However, the Knave's lost CP is merely converted to SP on a one-for-one basis. A Knave cannot lose (convert) CP he does not have.

Knaves who defeat Kings unchivalrously do not win their friendship.

A Knave Repentant

If for any reason a PK no longer wishes to be a Knave, the character must go to a Shrine and there spend (in meditation) a number of turns equal to the number of KVP he has acquired. Afterwards he must renounce all his Scoundrel Points (and undergo the consequent WL reduction). At that point he must randomly determine an Adventure and accomplish it successfully.

If he succeeds, he is no longer a Knave. If he fails, and still wants to repent, he must go to a Shrine and determine a new Adventure. A repentant Knave may backslide any time he wishes prior to completing his required Adventure. To do so, he need only take back the SP (and WL) he previously renounced. This does not rule out attempting to repent later on.

Once the PK attempting to repent has successfully completed the Adventure asked of him, he is no longer a Knave; his SP are permanently lost. If he later wishes to revert to Knavery, he must build up his KVP's and SP's from scratch.

Being an ex-Knave will not prejudice Arthur against a Knight.

Interaction of Knights and Knaves

The Knave variant may be played simultaneously with other players using the standard rules. A non-Knave PK who vanquishes a Knave in combat receives a VP bonus of +6.

In a mixed game there will be a Knave-winner and a Knight-winner. The objectives of the two types are too divergent to bear logical comparison.

These guidelines will allow players of the KNIGHTS OF CAMELOT Game to simulate the most important activities of the wicked knights of romance and legend. Now go forth, ye knaves, dastards and caitiffs! Pillage, besmirch, damage and despoil; all of Britain waits trembling before you!

Anything but human

by Jon Mattson

There is little or no information concerning intelligent alien beings in the original TRAVELLER™ books and supplements. One can only guess that, in the minds of the game designers, man has pervaded all reaches of the known galaxy and no other beings are to be found. Yet it is illogical to assume that in an area of such great size as that covered by the Imperium (over 11,000 worlds), the only intelligent life form is man.

The accompanying charts were designed for creating non-humans, either as players or as non-player characters, in a *Traveller* campaign. To use the charts, you must first know the vital statistics (especially the atmosphere and hydrographic percentage) of the aliens' home planet, using the system in *Traveller* Book 3. Once these have been determined, simply go through the charts in order, rolling percentage dice and modifying the results where necessary as explained for each table.

The charts are for determining the statistics of entire alien races; they are not used for each individual of one race. They can be used in one of two basic ways: Either the referee can roll up all of the alien races in his sub-sectors (noting their variations from standard humans on a sheet of paper) and let players choose from these when they want to be aliens, or he can allow players to roll up their own alien statistics for themselves when they first make their characters (creating a whole new race at the time), thus saving the ref the trouble of working them all out himself. As a referee, I prefer the former method, but it is only good if you have quite a bit of time to spare.

1. BASIC TYPE

Dice roll	Type	Attribute modifiers
01-02	Mollusk/Amoeboid	-10% / +7%
03-05	Plant	-9% / +6%
06-16	Insectoid	-7% / +4%
17-30	Reptile	-7% / +4%
31-48	Mammal:	
	01-15: Feline	-5% / +3%
	16-30: Canine	-5% / +4%
	31-40: Bovine	-7% / +6%
	41-47: Ursinoid	-7% / +6%
	48-55: Equine	-6% / +5%
	56-60: Marsupial	-4% / +4%
	61-70: Rodent	-3% / +3%
	71-90: Anthropoid	-2% / +1%
	91-00: Other *	Variable *
49-78	Humanoid	Nil
79-80	Exotic (roll on Chart 1A)	Variable
81-82	Plant	-8% / +5%
83-88	Avian	-10% / ---
89-94	Amphibian	-8% / +4%
95-96	Mollusk/Amoeboid	-8% / +6%
97-00	Aquatic	-10% / +6%

1A. EXOTIC TYPES

(Use this table only if the result from Chart 1 is "Exotic.")

Dice roll	Type	Attribute modifiers
01-15	Crystalline	-12% / +5%
16-40	Mechanical (Robot)	-5% / ---
41-50	Polymorph †	Variable †
51-65	Gaseous ‡	+5% / ---
66-80	Energy ‡	+8% / -4%
81-00	Other *	Variable *

Notes for Charts 1 and 1A:

DMs: For Chart 1 only, subtract the planet's atmosphere times two from the roll, and add one-quarter of the planet's hydrographic percentage.

* — Referee's and/or player's discretion.

† — Roll once more on Chart 1 for basic (true) type, but the alien is able to change form at will to any of those listed here. A result of "polymorph" on the second roll for basic (true) type indicates that the creature has no real type of its own; it must take the form of another creature to retain its identity (and sanity).

‡ — Don't roll on Chart 2 for basic shape — it doesn't have one.

The column labeled *Attribute modifiers* shows the DMs made to the percentage dice roll when consulting Chart 3A. The first number (before the slash) applies to the roll when checking to see which attributes a race gets bonuses to; the second number (after the slash) applies to the roll when checking to see which attributes a race get penalties to (see Table 3 for more information).

2. BASIC SHAPE

Dice roll	Shape (limbs)	Speed
01-05	Amoeboid (limbless)	One-quarter/One-half
06-08	Monoped	One-Half/Normal
09-16	Biped	One-Half/Normal
17-25	Triped	Normal
26-70	Quadraped	Normal/Double
71-80	Hexapod	Normal/Double
81-86	Octoped	Double/Triple
87-92	Tentacles (2-12)	Normal
93-94	Non-functional wings *	---
95-99	Functional wings *	Double/Triple
00	Unusual †	---

Notes for Chart 2

DMs: None; however, the referee may wish to limit certain possibilities — wings will not be common on airless worlds, and

multi-legged creatures (more than four legs) are often found on high-gravity planets, etc.

* — Roll again for other limbs, with another result of "wings" indicating that these are the only limbs (non-functional wings are then considered functional).

† — Referee and/or player's choice. Some possibilities: wheels, gas or air vents for hovering power, spines, etc.

The column labeled Speed shows a creature's speed(s) with the number of limbs in question; use like the Basic Animal Characteristics speed column (*Traveller* Book 3, page 29).

When two speeds are specified, the first applies on a roll of 7+; otherwise the second applies. Note that this will also give an idea of how many limbs are used as legs; For example, a hexapod could have four legs and two arms, or two legs and four arms. If its speed was "double," the former would probably be the case; if it was "normal," the latter would most likely apply.

The terms above apply to all limbs, not just legs. Thus, a human would be considered a quadruped in this case, not a biped. Also, note that all Avians have functional wings automatically (and may have other limbs as well).

2A. AVERAGE SIZE

Dice roll	Average size (cm)	Dice roll	Average size (cm)
01	20 *	47-56	180
02-03	40 *	57-65	185
04-06	60 *	66-73	190
07-10	80 *	74-80	200
11-15	100	81-85	220
16-20	120	86-90	240
21-25	140	91-94	260 †
26-31	160	95-97	280 †
32-38	170	98-99	300 †
39-46	175	00	325 †

Notes for Chart 2A

DMs: Plus 2% x (Planetary Size -6).

* — Roll 2D6: on a 7+, the alien receives +1 dexterity and -1 strength in addition to other attribute modifiers determined on Chart 3.

† — As for "*" (above), but alien receives -1 dexterity and +1 strength on a roll of 7+.

3. ATTRIBUTE MODIFIERS

Dice roll	Number of additions	Number of subtractions
01-25	0	0
26-35	1	0
36-45	0	1
46-65	1	1
66-70	2	1
71-75	1	2
76-85	2	2
86-89	3	2
90-93	2	3
94-00	3	3

Notes for Chart 3

Roll percentage dice once and consult this chart to determine how many times to roll for additions and subtractions to attributes on Chart 3A. The chart is designed to insure that a race will not have too many more additions than subtractions and vice versa, so that no race is too superior or too inferior to another.

3A. ATTRIBUTE MODIFIERS

Dice roll	Addition/Subtraction	Score affected
01	4	Strength
02-04	3	Strength
05-08	2	Strength
09-10	3	Endurance
11-20	1	Strength
21-24	2	Endurance
25-26	3	Dexterity
27-36	1	Endurance
37-40	2	Dexterity
41-50	1	Dexterity
51-60	1	Social Standing
61-64	2	Social Standing
65-74	1	Education
75-76	3	Social Standing
77-80	2	Education
81-90	1	Intelligence
91-92	3	Education
93-96	2	Intelligence
97-99	3	Intelligence
00	4	Intelligence

Notes for Chart 3A

DMs (all cumulative) are as follows:

1. For Basic Type: the exact modification for the race in question is found on Chart 1 (or 1A) under "Attribute Modifications." The number before the slash is used when checking for additions; the number after the slash is used when checking for subtractions.

2. For Tech Level: DM = 2% x (Planet's Tech Level -7). This DM is added to the roll when finding additions, and subtracted from it when finding subtractions.

3. For atmosphere type: DM = 1% x (Atmosphere -7). This

DM is added to the roll when finding subtractions, and subtracted from the roll when finding additions. It is counted as a positive integer in any event.

Procedure: To use Chart 3A, first roll percentage dice and consult Chart 3, using the information there as explained in the notes for that chart. Then roll percentage dice once and modify the result with the appropriate DMs once for each addition and subtraction indicated on Chart 3. All results are cumulative, so two rolls of "+1 strength" would result in +2 strength.

Example: Rolling percentage dice and checking Chart 3, you get 68, indicating two additions and one subtraction. You would then roll percentage dice three times, modifying the result as previously indicated, on Chart 3A — twice for additions and once for subtractions. Say you rolled 34, 75, and 36, and there were no modifications to those rolls (the being was humanoid from a planet with a 7 tech level and 7 atmosphere); this would indicate +1 endurance, +3 social standing, and -1 endurance. (It is good to have a standard procedure: Always roll for additions first and then subtractions.) Since the +1 endurance and -1 endurance results cancel each other out, that race's only attribute modification would be +3 to social standing.

3B. PSIONIC RATING MODIFICATIONS

Note: This chart is not affected by Chart 3; all beings roll once and once only on this chart.

Dice roll	Psionic rating modifications
01-03	-3
04-10	-2
11-25	-1
26-75	Normal
76-90	+1
91-97	+2
98-00	+3

Notes for Chart 3B

DMs: The only DM is based on the race's average intelligence score (equal to 7 plus or minus any additions or subtractions from Chart 3A).

Note: Psionic Rating cannot go below zero because of this modification, but it can go over the usual limit of 11.

4. SPECIAL ABILITIES

Consult the sub-chart immediately below to see how many special abilities an alien has. Then roll on the main chart to determine specific abilities.

Dice roll	Special ability	Notes
01-20	None for this roll	
21-25	Natural armor	Roll 2D6 (<i>no</i> modifications) and consult Animal Weapons and/or Armor Chart, <i>Traveller</i> Book 3, page 32
26-30	Natural weaponry	(Same as above)
31-34	IR eyes	As per goggles
35-38	LI eyes	As per goggles
39-42	Ultrasonic hearing	Hear high frequencies, never surprised
43-45	Radar hearing	Similar to bat; can "see" by radar
46-50	Gills *	Can breathe under water *
51-52	High metabolism	Plus 1-3 dexterity; needs to eat often
53-54	Low metabolism	Minus 1-3 dexterity; plus 1 endurance; needs to eat less often
55-56	Shape changer	See "Polymorph," Chart 1 A
57-60	Natural telepathy	Level 1-11 (2D6-1); no cost
61-63	Natural clairvoyance	Level 1-11 (2D6-1); no cost
64-66	Natural telekinesis	Level 1-11 (2D6-1); no cost
67-68	Natural teleportation	Level 1-11 (2D6-1); no cost
69-70	Natural regeneration	1 point healed/hour; no cost
71-72	Instant regeneration	All wounds healed once per day; no cost
73-75	Suspend animation	As per awareness ability; no cost
76-77	Energy absorber †	Absorbs 1-6 dice of damage per combat turn †
78	Energy reflector †	Reflects 1-6 dice damage per combat turn back at attacker †
79	Laser beam eyes	Fire as per Laser Carbine, every 2nd combat turn
80	Life force vampire ‡	Drains 1-6 endurance points per touch (hand or claw), added to own total
81-82	Ethereal form	Able to turn "ghost-like" for 1-6 combat turns once per hour; invulnerable to attack during that time
83-85	Illusion caster	Create illusion of anything; save vs IQ on 2D6 or believe it (with ref-imposed DMs)
86-87	Mind controller	Can control one other creature, if alien's IQ is higher and victim fails a save vs. IQ (2D6), up to one hour/day.
88-90	Charismatic empathy	Instills peace in others; plus 3 to reaction rolls (page 23, Book 3)
91-92	Unusual ability	Ref's and/or player's choice
93-97	Roll twice, ignoring results over 92	
98-99	Roll three times, ignoring results over 92	
00	Choose one ability listed here	

Average IQ Modification

3	-25%
4	-15%
5	-7%
6	-3%
7	Normal

Average IQ Modification

8	+3
9	+7
10	+15%
11	+25%

Dice roll No. of special abilities

01-40	0
41-70	1
71-85	2
86-95	3
96-00	4

Notes for Chart 4

* — Note that 75% of all Aquatic beings and 25% of all Amphibious beings have gills automatically.

† — Applies only to energy weapons (lasers, etc.), of course.

‡ — Points taken from wounds come off these vampiric points first. These extra points fade away after 24 hours.

EXAMPLE

We are about to create the inhabitants of the planet Yori in the Regina subsector (Yorians). Its Universal Planet Profile is C360757 D.

First, the check for Basic Type (Chart 1) yields a result of 34. The planet's atmosphere is 6, so we subtract 12 from the roll (2 x 6), and its hydrographic percentage is 0% (Yori is a desert world), so the final result is 22, meaning that Yorians are reptilian in form.

Next the roll for Basic Shape (Chart 2) yields a result of 53. This is not modified at all, so Yorians are quadrupeds. A roll of 2D6 for speed results in a 6, meaning that Yorians move at normal speed, so they probably have two legs and two arms, rather than four legs.

Following this, we check for size (Chart 2A). A 42 is rolled, so Yorians stand about 170cm (5'8") tall on the average. (Remember, 6 is subtracted from the actual roll to get a final result of 36, because the planet's size is only 3.)

Next is the check for attribute modifiers (Chart 3). A roll of 77 indicates that Yorians get two subtractions and two additions to their attributes. For each addition, there will be a DM of plus 4% (DM of -7 for race, plus DM of +12 for tech level, plus DM of -1 for atmosphere), and for each subtraction there will be a DM of -7% (DM of +4 for race, plus DM of -12 for tech level, plus DM of +1 for atmosphere).

The two rolls for additions on Chart 3A are 98 and 75, increased to 102 (counts as 100) and 79 with DMs, and the two rolls for subtractions are 45 and 70, decreased to 38 and 63 with DMs. According to Chart 3A, we see that Yorians get (in order): +4 intelligence, +2 education, -2 dexterity, and -2 social standing. Thus, a Yorian's UPM (Universal Personality Modifier) would be 0/-2/0/+4/+2/-2.

Now comes the check for psionic modifications on Chart 3B. An average IQ of 11 (7 + 4) gives a sizable DM of +25%. A 52 is rolled, giving a final result of 77, so Yorians get 1 added to their base Psionic Rating.

Finally is the check for special abilities on Chart 4. A 63 is rolled, so Yorians have one special ability. Then, a roll of 65 indicates that this special ability is natural telekinesis.

Using the tables given here we have determined that Yorians are intelligent, if somewhat clumsy and unpopular, reptilian quadrupeds with high average psionic abilities and natural telekinesis. They stand about 170 cm tall on the average and are probably fairly bulky judging by their race, planet of origin, and low dexterity. The referee can fill in any other details about these beings that players want to know, based on the information given here and common sense.

Runequest aid is big — and good

Reviewed by Bill Fawcett

Griffin Mountain is billed as a complete wilderness campaign for *Runequest*. This is no exaggeration. The 200-page supplement is packed with more information than some role-playing systems contain in their entirety.

Griffin Mountain's complexity is more than mere length; it is by no means an introductory campaign. Familiarity with the *Runequest* system is essential. Before attempting this campaign referees should read the *Cults of Prax* and *Gateway Bestiary*, which explain concepts and critters referred to in *Griffin Mountain*. Players should also know the *Runequest* system. This is a middle level area and beginning players (and characters) should gain experience in more forgiving environments. Even a good player with an experienced character is challenged and in dire straights fairly often.

The book begins with a short background of Glorantha, the planet where *Runequest* is set, and a history of the city of Balazar and the Elder Wilds, where the campaign takes place. All *Runequest* items share a history that is interesting to read; this is no exception. Next are details about Balazar and its residents and leaders.

The next chapter discusses the caravans travelling through Balazar. Besides explaining how they are equipped, a diagram shows how one is arranged on the road. This chapter also gives several examples illustrating how players interact with the caravans.

Chapter 6 demonstrates how players obtain information, ranging from outright falsehoods and vague rumors to very accurate facts purchased from reliable sources and researchers. This information can be the beginning of extensive adventures, and the next section, nearly 60 pages, describes the who, what, and how of wilderness encounters. A variety of creatures, men, trolls and the like are discussed, with information given for both types (e.g. trolls) and a large number of individuals. With the latter, a section giving the personalities of all the group's members precedes the extensive statistics used in play. The summary gives a lot of information in a short space, but the separation of the general from the specific leads to a lot of page turning.

The eighth and last chapter includes 40 pages of "Points of Interest." Many of these are small modules in themselves and include maps, descriptions of more individuals to encounter, and treasures. These generally can stand alone and are all integrated nicely into the overall atmosphere of the wilderness.



Finally, and thankfully, a three-page index ends the book. A fourth page contains smaller indexes of specific types of information a judge might need to look up such as Rune spells and maps.

By sheer size alone *Griffin Mountain* deserves a look. Besides its length and truly impressive scope, the book is generally well written and clear to anyone familiar with *Runequest*. Many people, places, and challenges are presented; all fit nicely into the environment created

and are consistent with the earlier Glorantha information available from Chaosium and other sources like Judges Guild. *Runequest* is different from other systems, and a direct conversion is difficult. But dozens of ideas here are worth reading and adapting to any system.

If you are a *Runequest* player you may not be able to resist this offering. If you are new to *Runequest* it may prove a bit much for your character, but the background alone makes interesting reading.

If you like SF and judges

Reviewed by Bill Fawcett

Star Patrol is a science fiction role-playing game set in the far future. Like all role-playing game systems, a multitude of tables and charts helps figure players' abilities and their actions. Like most SF systems, *Star Patrol* is open-ended and strongly influenced by the judge's decisions. This allows a wide range of possible actions and scenarios, but can cause problems as well.

Most activity occurs on planets, and the rules reflect this. Starship types and ship-to-ship combat are included, but most of the rules cover activities that take place on a planet or at least within the hull of a ship. After this the largest and most detailed sections describe physical and mental abilities of the characters and the skills they can develop.

A player character can be human or any of a dozen of alien races. The physical attributes are Strength, Dexterity, Luck, Constitution, Personality (charisma), and Mentality (which relates more to the ability to learn and adjust than to raw intelligence). Most characters should be humanoid but the charts allow very bizarre aliens if desired. Other characteristics that can be created or rolled in-

clude shape, cyborg replacements, and general profession. This book has one of the best treatments of cyborg parts (a la \$6 Million Man), but even this is not very extensive. Psionics are also included, albeit in only one page.

As for player characters, the variety of NPCs that can be generated by this system is limitless. One chart that virtually all science-fiction gamers will find extremely valuable is called simply "Aliens." It includes abilities and sources for several dozen found in literature: Klingons, Groaci, Kzinti, Ythri, and even Wookies. By each one is the author and a short description along with modifiers to fit them into the game system. With this you can find your merchant ship engaging in negotiations with a puppeteer or arm wrestling a Jinxian (a serious mistake).

An array of tables describes weapons and armor that range from the primitive (a dagger) to the sophisticated (heavy blaster). Other tables allow you to design the vital systems of a starship.

Starship movement uses a vector system takes some adjusting to. Included are the plans for a "Vector Ruler" to measure movement. Ship-to-ship combat is of the missile and beam weapon variety. Defenses run from "flecto chaff" to full-

fledged deflector screen. This wide range of possible opponents in randomly generated encounters can cause serious mismatches. The ratings for ships like the USS Enterprise and the Hooligan are also included.

This leads to one of the two largest flaws in this system (and incidentally in most SF rules). First, the range of topics requires judges to use a lot of discretion in modifying what is used. This is especially true where ships are taken from literature. Just consider what the USS Enterprise could do to a ship small enough to be in a player character's full control. This is hardly a fatal flaw to the judge who wants a skeleton to build his universe around (it could be a fascinating place), but it will lead to a lot of judgemental decisions during play. There simply is a lot to cover when you are setting up rules to handle all that happens in the whole universe.

Another almost generic fault of this and most role-playing systems is the organization of the rules. The table of contents helps, but all systems need a good index. On the positive side, the rules are clearly written and there is no more problem in finding a particular rule than exists in most role-playing rulebooks.

Included with the basic rulebook are several scenarios, a set of ship plans for a "Pioneer" class starship, some colorful cardboard cut-outs, and a large, numbered hex sheet, which is all that is necessary to begin a campaign.

If you are interested in SF gaming, you will probably want a copy of these rules. If you plan to start a campaign, they are worth considering, for either a base or supplemental use, especially the literature-based information.

Adventure 5 from GDW

Reviewed by Tony Watson

Trillion Credit Squadron, Traveller Adventure 5 from GDW, takes a quite different approach from its predecessors; rather than posing a tactical level mission or adventure for a group of characters, it places the players in the "role" of naval commanders designing, maintaining and maneuvering large fleets of starships. Interpersonal, character-oriented role-playing is replaced by what is essentially a strategic space navy campaign. Ideas for integrating the campaign with basic *Traveller* are given but touch the larger naval actions only tangentially. This is not to say *Trillion Credit Squadron* is not a good effort; to the contrary, the game carries on the high standards GDW set with the *Traveller* line. However, its use for role-playing is limited, and players expecting something like *Twilight's Peak* will be disappointed.

TCS provides the framework for setting up a star navy campaign using ships designed according to the rules in *High Guard*, book 5 of the *Traveller* rules, so this rulebook, in its 1980 second edition, is essential for use with *TCS*. *High Guard* provides all the rules for designing ships, lists of components and a set of somewhat abstracted rules for deciding starship engagements. *TCS* helps translate this into a campaign.

Each player gets a specified number of credits (usually the amount granted in a trillion, hence the name of the adventure) for constructing a squadron. Other parameters are technological level, jump drive performance, and pilot allowance. Given these limits, the players get out their copies of *High Guard* and create their ships, using photocopies of the design worksheets provided.

Once the ships are designed, the campaign begins, and the book addresses the various factors that obtain in such a situation. A formula calculates planetary revenues for use in building and maintaining squadrons and a construction timetable explains the time needed to turn out the desired fleet. The ongoing problems of refit, maintenance, repairs and refueling are provided for. One of the basic foundations of *Traveller* limits communications to the speed of starships. Thus, news of events in distant systems takes weeks to arrive, creating immense communication problems for commanders who must operate on information that is often weeks old. This factor is nicely simulated with a set of elaborate rules for written orders.

To help players along, a sample campaign, dealing with the Islands Clusters subsectors is detailed. Maps are provided, as well as an extensive history.

GDW plans on using the *Trillion Credit Squadron* concept as a regular tournament at major gaming conventions. Participants will construct fleets according to the rules before the convention and then pit them against one another in elimination rounds.

Trillion Credit Squadron was designed by Marc Miller and John Harshman. It sells for \$4.98 and is available in most hobby stores or direct from GDW, 203 North Street, Normal, Ill., 61761.

More worlds, if you want them

Reviewed by Tony Watson

Just like the DUNGEONS & DRAGONS® game fostered a number of smaller companies that turn out accessories and game aids, GDW's popular *Traveller* SF game also has its offspring. One of the most promising of these little companies is Paranoia Press. Their *Scouts and As-*

sassins was intelligent and useful, and nicely presented. Recently, PP offered some new *Traveller*- products, including *Beyond* and *Vanguard Reaches*.

The booklets' names are space sectors, and the worlds of 16 subsectors in each are presented. Essentially then, these booklets fulfill the same role as GDW's own *Spinward Marches*, providing a pregenerated area of the galaxy where adventures take place. The booklets begin with background on the respective sectors and explanations of the codes and terms used. Veteran *Traveller* players will note the expansion of the world characteristics code from Book 3; there are more stringent law levels, new atmospheres such as methane and radioactive, and some expanded diameter codes (code J is a diameter of 93,000,000 miles, to accommodate a ringworld!). The bulk of the books is devoted to subsector listings: planet name, characteristic codes, short remarks, and trade indicators. General information on the subsector as a whole is included, with that in *Beyond* more extensive. Maps are separate from booklets and fold out to show the entire sector. Unfortunately, this method of presentation does not allow placing planet names directly on the map; players must rely on their listings to pick out the names and characteristics of a given world.

The maps are fleshed out with interesting library data sections at the end of the books. Entries are made on pertinent shipping lines, important personages, political bodies and alien races. The library data in both books contains a host of interesting ideas for aliens, political groupings and the like.

The authors attempted to merge their creation with GDW's. The locations of the sectors are given relative to the *Spinward Marches*, and the history is the same as that provided in GDW products. Aliens such as the Aslan and Varg, and the Zhodani as well, appear in both books. New aliens also are introduced, such as the Eslyat, a sort of water-dwelling sub-race of humanity, and the Mal'Gnar, descendants of early Terran human stock transported and genetically altered, perhaps by the mysterious Ancients. All in all, some very interesting concepts.

These play aids are nicely done and well thought out, but are they necessary? Subsectors are available from other sources, and one wonders if more are really needed. On the other hand, I was able to pick up some good ideas for my own campaign.

Beyond was written and designed by Donald Rapp, while Chuck Kallenback II authored *Vanguard Reaches*. The books are 8½" by 5½" and number 29 and 26 pages respectively. Each sells for \$3.50 from Paranoia Press, P.O. Box 12614, Fort Wayne, Ind., 46864.

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Not a good book — a great book

by Chris Henderson

THE PRIDE OF CHANUR C.J. Cherryh
DAW Books \$2.95 UE1694

Occasionally, C.J. Cherryh takes a breather. In these periods she does things a little slower, a little differently than in the past. The pieces she produces at these times are good, but not fabulous: workman-like, readable, and interesting, but not great. No one can write a great book every time. Cherryh is smart enough not to strain to make every book great, sometimes settling for being good.

This time she is not good, but great.

Once again, Cherryh pulled out all of the stops. A master of creating alien races, she presents six fairly interesting new races under one set of covers.

The story is of Captain Pyanfar Chanur and her crew. They are hani, a lion-like race of space-going aliens. The story opens as their ship, the *Pride of Dhanur*, is invaded by a scared and friendless alien spacer. He speaks no known language; he is a biped, and obviously intelligent. His name is Tully, and he is nothing any of them have seen before: He is human.

Tully was captured along with his friends by the kif, a ruthless species that killed his friends and tortured him to learn where they came from. The kif want to be the first to trade with the humans; first contact with another race could ensure the kif an entirely new empire, one they could use to crush their neighbors.

But Tully escapes, finding the hani ship. The hani take him in and attempt to help him, not knowing who is after him or why. Once they understand, their pride forces them to stand by Tully and the rest of unseen humanity.

And, although the premise sounds like just another space opera, as anyone who has ever read anything by Cherryh will know, it is far more. Cherryh has taken another seemingly simple tale and evolved it into a masterful piece of literate science fiction. It is her special talent.

Cherryh stories are never simple. Like many of her past works, *The Pride of Chanur* is heaped with multiple layers of intrigue. Who is on whose side? Will other hani join the crew of the *Pride*? Will other races stand with them? Who will side with the kif? What deals will be made by whom, and who will try to play

whom off against whom, and who will stand back and pick up the pieces?

Cherryh's taut intergalactic drama has an intriguing set of interwoven sub-plots. In snippets and asides, all of the stories' strata are revealed in a jumble, forcing the reader to puzzle out who can and who cannot be trusted. Since Cherryh's aliens and their motives are so often unfathomable by the normal human mind, this is no easy task. Unlike those of Doc Smith or Jack Vance, a Cherryh alien is more than just a creature with a different skin hue or a superficial morals transplant. She creates entire cultures, complete with religions, games, ethical codes, and everything else a society needs to function. This is not done in a burdensome way. Her books are fast paced, but information comes more through osmosis than lecture. Indeed, parts of *The Pride of Chanur* move so quickly, with such skillfully mounted tension, that the reader must either put the book down to take a break, or go back and re-read the passage for fear of having gone through it too quickly.

The Pride of Chanur is a solid, well paced novel that should be at the top of everyone's must list. Although parts of the sequence on Pyanfar's home-planet are a trifle bogging, they do not disturb the overall flow. For the most part, *The Pride of Chanur* is a great book to start the new year with. Nothing delivered in the first few months of this year is better.

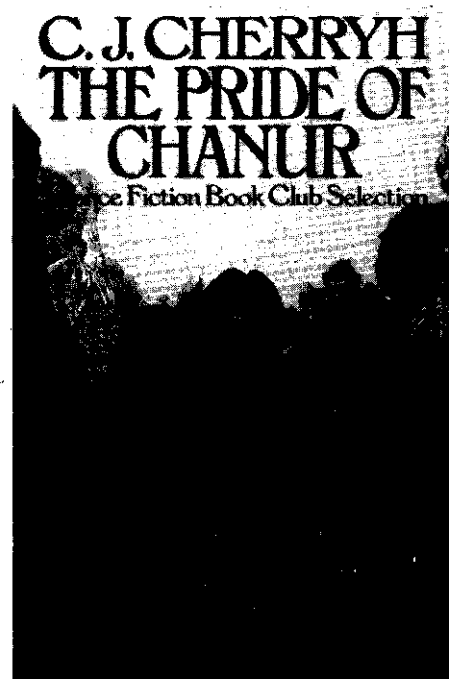
At least it's over

GUARDSMAN OF GOR John Norman
DAW Books \$2.95 0-87997-664-0

For those who revel in the adventures of Jason Marshall, boy hero, the big news is here: John Norman has finally written the 16th, and *last*, episode to his popular and controversial Gor series.

"Last" might be too strong a word. Similar material may be forthcoming from Norman under a different title — with at least name changes for the characters or some such modifications. (In some of the Gor novels, the only readily apparent change was adding an "I" or "II" behind Marshall's name). So, it may be safer to say that Jason Marshall's story has come to an end.

Guardsman of Gor is designed for Gor fans. Like a Lin Carter Conan story, it drags on, battle after battle, until finally



Cherryh hits again ...

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the narrative calms down enough for the story to officially be over — for a while.

No better or worse than any of the others, *Guardman* is now on your neighborhood stands.

Rush right out.

THE DEATH OF A LEGEND

Robert Adams

Signet \$2.50 0-451-11126-5

In the same vein, but on an infinitely better scale, is the newest of Robert Adams' Horseclan novels, *The Death of a Legend*. Many of Adams' old puzzle pieces are present, but as usual, none of the previous novels must be read to understand the plot. Thinner than its predecessor by a good fifty pages, this is nonetheless one of Adams' best works.

As with most series, it's unnecessary to spend much time describing the latest installment — the work is either better or worse than the rest. In the case of Norman's Gor books, things just seem to get worse and worse. With Adams and his Horseclanners, things just seem to get better and better.

For anyone who has not read a Horseclan novel, *The Death of a Legend* is a good place to start. It is a must for anyone who knows and loves the series, as so many already do.

THE DARK BETWEEN THE STARS

Poul Anderson Berkley Books \$2.25

0-425-04291-X

Collections. More of them are usually around than the public knows what to do with. Since most claim to be the "best" of something or other, how do you decide what to buy, unless you plan to keep taking them all?

Surprisingly, one collection that is the best makes few such boasts on its wrapper. *The Dark Between the Stars* is a gathering of Poul Anderson's space stories. More than simple adventures in the brave out-there, these are subtle tales. Even at his shlockiest, Anderson is a master manipulator of human feelings. Each of these tales is an example of his well practiced hand.

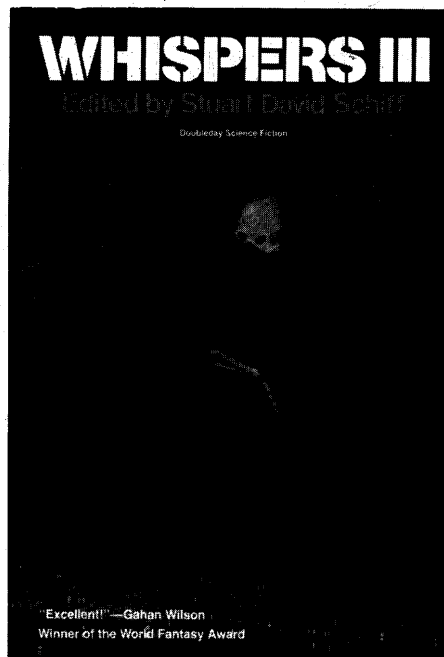
Anderson, unlike so many science fiction or fantasy writers, thinks not only in genre terms. He writes for everyone with the nerve to try and understand what he is really saying. The stories, collected from a 20-year span of the author's career, show a steady growth in his ability to tell adult tales. Anderson is a savagely mature writer, and *The Dark Between the Stars* is one of the best collections of his work.

WHISPERS III Stuart David Schiff

Doubleday Science Fiction

\$9.95 0-385-17162-5

Stu Schiff has edited *Whispers* magazine for a number of years. It is entirely his magazine, so he always does what he wants within its pages. What he wanted since the start is good stories.



He rarely fails, the reason *Whispers* is the top horror/fantasy magazine in the country. Winner of the World Fantasy Award, it undoubtedly publishes the best in American fantasy and horror stories. There is also no doubt that when Schiff skims the top layer of his magazine to get the cream for one of his collections, the result is top-drawer stuff.

Going into the merits of each individual story is not important. The collection itself is important — in this case very important. *Whispers III* is highly recommended reading. So are *Whispers II* and *Whispers I* if you can find a copy. Good luck if you try.

FANTASY ANNUAL IV Terry Carr

Timescape Books \$3.50 0-671-41273-6

Every year Terry Carr gathers together what he feels are the best fantasy stories available, combing the entire year for selections. Every year, he succeeds in find-

ing a number of the best fantasy stories ever written.

This annual, while not covering the same range of story types as last year's, is still a great grouping of top fantastic tales, both whimsical and terrifying. Stephen King leads off this volume with "The Monkey." It is a truly horrific tale about an innocent toy, a wind-up monkey stamped "made in Hong Kong" on the bottom, which becomes a playmate to evil. This is a top-notch King outing, in both subject matter and style.

Next are a number of the most bizarre stories of the past year, from Tom Disch's tale of five abandoned appliances that plot revenge ("The Brave Little Toaster"), to a story of a modern day vampire who asks a psychiatrist for help adjusting to the changing world around him. Like so many of Suzy McKee Charnas' tales (this one a Nebula award winning novella), "Unicorn Tapestry" is a highly improbable tale which reads more like yesterday's news than wild imagining.

And, this is how most of the stories in any of Carr's "Fantasy Annuals" read. A shrewd judge of stories and their worth, Carr has put together another winner.

SCARLET DREAM C. L. Moore \$20

Don Grant, Publisher 0-937986-42-9

Scarlet Dream is more than a collection of stories. It is an opportunity, and for many, a dream come true.

In 1933, C. L. Moore sold the first of her Northwest Smith stories to *Weird Tales*. "Shambleau" was instantly recognized as a classic. Unlike much of what was printed and passed off as science fiction or fantasy in those days, "Shambleau" was a story with real characters. It was a story with a great deal more depth than anything else on the stands. More than bug-eyed monsters, it was a human tale; one where the hero was not perfect but driven by less than perfect ideals; where (as in the real world) mistakes must be paid for. It was also a huge success.

This was all the more amazing, for C. L. Moore is a woman, and women were not writing science fiction at the time.

Besides stories about her other continuing character, Jirel of Joiry (collected in a Grant companion edition entitled *Black God's Shadow*), Ms. Moore turned out a number of tales featuring her scrappy, sometimes stupid space pilot. Don Grant took the ten best Northwest Smith tales (picked by Ms. Moore personally) and bound them with ten full-page, color illustrations by Alicia Austin. The book is a collector's delight, and the first anthology of the Northwest Smith tales. Although "Shambleau" was reprinted a number of times, most of these important stories were neglected until now.

Scarlet Dream is a book long overdue. Better late than never.

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Cleric

(Continued from page 7)

Explanation/Description: The cleric can pick up any small stone (up to about three real inches in diameter) and place a magic aura on it. The stone cannot already be magical; if it is, the cleric will instantly take 2-16 points of burn damage. The stone can be thrown up to a distance of 4", taking into account any obstructions. It will be -2 to hit at any range between 2" and 3" and -5 to hit at any range from 3" to 4". The cleric's physical strength and dexterity do not affect the "to hit" probability. Beyond 4" the stone will lose its dweomer and immediately fall to the ground. The stone will be as a +1 weapon for all "to hit" considerations (for instance, creatures hit only by magical weapons are vulnerable to it), though it will not add that +1 to the chance to hit. Only the cleric himself can throw the stone; if another character or creature touches it the magic is instantly lost.

The stone does 1-4 points of impact damage. If it does damage of only 1 or 2 points to a spell caster it might not break his or her concentration if he or she is in the middle of casting a spell. A single point of damage has a 30% chance to break concentration, and with 2 points of damage there is a 70% chance to break concentration. A greater amount of damage (3 or 4 points) will always break concentration. Those with a magic resistance may apply it at once, and if that roll is successful the stone does no damage and will not break concentration.

The following spells and devices make a character immune to the effect of this spell: *Shield*, *Protection From Normal Missiles*, *Protection From Magic*, *Minor Globe of Invulnerability*, *Globe of Invulnerability*, *a Brooch of Shielding* and *a Cube of Force* (the DM may include other spells or items).

The spell will enchant one stone per application; the stone can then be retained for as long as 6 rounds plus 1 round per level of the cleric. At the expiration of that time, the stone must be thrown or the magic is lost. When the stone is thrown, whether it hits or not, its magic is lost.

A cleric of at least 5th level can magick two stones with one spell. A cleric of at least 11th level can magick up to three stones at one time. However, regardless of how many stones a cleric might be carrying, due to application of multiple spells or because of being higher level, only one stone may be thrown by the cleric in one round and no other spell action will be allowed in that round. No stone can be thrown in the round when the stone(s) is made magical. *Note:* Some organizations may forbid *Magic Stones* as missile weapons for their clergy. Some druids, especially halfling (NPC) druids

who might be encountered, may know the spell *Magic Stone*.

Magical Vestment

(Conjuration/Alteration)

Level: 1

Range: *Touch*

Duration: *6 rounds/level*

Area of Effect: *Self*

Components: *V, S, M*

Casting Time: *1 round*

Saving Throw: *None*

Explanation/Description: Via this spell the cleric can turn his vestments into magical armor equal to chain mail (AC 5). The vestment cannot be worn with any armor, *Bracers of Defense*, or any type of protection item or spell. Thus, if the cleric is under a *Bless* spell, wearing (not just possessing) a *Ring of Protection*, under a *Protection From Lycanthropes* scroll, etc., he or she cannot use a *Magical Vestment* spell: Nothing will happen when he or she casts it. However, if the vestment is worn alone, it will become +1 for all purposes for every four levels of the cleric up to a maximum of +4. All magic cast at the cleric will entitle the cleric to the appropriate saving throw of from +1 to +4.

This spell can only be cast in the cleric's own temple or in a temple, church, abbey, etc., including the cleric's private quarters, if he or she has a small, appropriately consecrated (q.v.) altar in that room. The cleric must be awake for the vestment to stay magical. If the cleric is then *Blessed* or *Cursed* or in any way puts on magical protection, the vestment will lose its dweomer at once. Those wearing a *Magical Vestment* are immune to *Magic Missile* and *Magic Stone* spells (q.v.). Once the cleric sets foot out of his or her temple, the vestment will lose its magical protection.

Note: When in a temple or church, it is uncommon for a cleric to be wearing armor or shield of any kind. Clerics do not perform services dressed in armor and shield.

Portent (Divination)

Level: 1

Range: *Touch*

Duration: *See below*

Area of Effect: *Figure touched or self*

Components: *V, S, M*

Casting Time: *1 turn*

Saving Throw: *None*

Explanation/Description: Via this spell the cleric attempts to tell something of his or another's future "luck." This luck is translated into "to hit" probability or a specific saving throw that will occur at some time in the future. The DM will roll d20 and determine which "to hit" roll or saving throw will be the object of the *Portent* or simply take several in succession, up to a limit of 5, 7, 9, 11, or 13. The player or the DM must note all "to hit" and saving throws of the character until

the *Portent* is complete. For example, if the DM rolls (or chooses) 11, then the 11th action (either a "to hit" roll or a saving throw) will be the object of the *Portent*. This count is suspended for any activity the figure might try to undertake to sidestep an ill *Portent*; i.e., only "to hit" rolls and saving throws made in actual life-and-death situations count in this tally.

The cleric will use some random-generation item as a material component such as dice, a spinning numbered wheel, sticks, cards, tea leaves, etc. He will try to "read" the significance of the material component's prediction.

To determine the kind of *Portent*, the DM rolls d6; an odd-numbered result indicates an ill *Portent* and an even-numbered roll indicates a favorable *Portent*. The character should be told whether the *Portent* will be good or bad, but not when it will occur or how effective it will be. If an ill *Portent* is called for, the opponent's armor class will improve by the amount of the *Portent*, from 3 to 2 for example. If a saving throw is called for on the action when an ill *Portent* takes effect, the spell recipient will subtract from the die roll. If the *Portent* is favorable (for the cleric or other beneficiary of the spell) the opponent will worsen his or her armor class, e.g. from 5 to 7. If a saving throw is required on a good *Portent*, the spell recipient will add to the saving throw die. An armor class adjustment to an opponent only applies for "to hit" determination for the recipient of the *Portent*, and not for any other members of the party.

The amount of the *Portent* will be rolled on d4, so that a bonus or penalty of 1-4 will be added to or subtracted from the *Portent* roll (for a saving throw) or the opponent's armor class (for a "to hit" roll). Remember that only the DM knows which roll is the *Portent* roll. These spells tend to make characters brave or cowardly, and are a genuine mixed blessing.

Second Level

Death Prayer (Invocation)

Level: 2

Range: *Touch*

Duration: *Permanent*

Area of Effect: *One corpse*

Components: *V, S, M*

Casting Time: *1 turn*

Saving Throw: *Neg.*

Explanation/Description: By sprinkling holy water or unholy water (if the cleric is evil) over a corpse killed by an undead while chanting the spell, the cleric reduces the probability that the corpse will rise as an undead at some later time. Further, it protects the body from the spell *Animate Dead* that might be cast on the remains at some later time.

The corpse is allowed a saving throw based on its level in life, but not to be better than 12 on d20 in any case, even

with modifications due to spells or magic items. Corpses failing the appropriate saving throw rise as the appropriate undead in the normal manner. If the saving throw is made, the corpse crumbles into dust and be forever useless for any purpose. This applies to the victims of wights, wraiths, spectres and even vampires, in addition to ghouls, ghosts and other undead that "procreate" themselves.

While under the protection of the *Death Prayer*, the victim cannot be contacted via *Speak With Dead* unless the caster of that spell is of a higher level than the cleric who originally cast the *Death Prayer*. If *Speak With Dead* is successful, the protection is cancelled and cannot be replaced. While under this protection, the victim suffers a -25% penalty to the chance of success of a *Raise Dead* or *Resurrection* spell. *Dispel Magic* will not remove the protection, but *Wish* or *Limited Wish* will. The fact that the spell is, in fact, in place cannot be detected by anything less than *Limited Wish* or *Wish*.

Detect Life (Divination)

Level: 2

Range: 10 feet/level

Duration: 5 rounds

Area of Effect: One creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: Via this spell the cleric can tell if a creature is dead or alive. Thus, it will reveal the subject of a *Feign Death* spell or someone in a coma or death-like trance or state of suspended animation. It will show that a figure engaged in astral travel is still alive. Life can be detected in both plants and animals via this method. However, the spell's range will be reduced if as little as a one-inch thickness of stone or wood comes between the cleric and the subject of investigation. In such cases, range is reduced to only 1 foot per level of the cleric for the first inch of thickness, plus each additional inch or part of an inch. (See example below.) A metal barrier of any type totally blocks the spell. Mental protections or magic items such as a *medallion versus ESP* will totally block the detection.

Example: A 5th-level cleric is 20 feet away from a two-inch-thick wooden door. He wants to know if there is life behind the door. His normal range would be 50 feet, but the door reduces the range to 32 feet: 20 feet to the door, two feet beyond it (using 1 foot per level for each of the two inches of thickness), and 10 more feet beyond that. A living figure must then be within 12 feet of the other side of the door and in a straight "line of sight" from the cleric. Thus, someone beside the door, and thus protected by

the adjacent stone wall, would not be detected. The cleric must chant the spell aloud while holding his holy symbol in the exact direction of detection, and may not turn during the five-round duration to face in any other direction. Someone behind a door, for example, might hear the cleric speaking the spell aloud. If the cleric's concentration is broken due to taking damage or some other action, the spell immediately ends.

Holy Symbol (Conjuration/Summoning)

Level: 2

Range: Touch

Duration: Permanent

Area of Effect: Item touched

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

Explanation/Description: This spell blesses a new holy symbol to replace a cleric's or her lost or damaged symbol. The new symbol, which is the spell's material component (and, obviously, is not destroyed in the casting), must be crafted of appropriate material (depending upon the religion or deity in question) and must be of the proper shape and design; i.e., the cleric cannot just pick up any item and make it into a holy symbol. The cleric may possess two symbols at any one time.

The magic of this spell cannot be used

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to bless the symbol of any other deity, even another deity of the same pantheon. If the symbol is to be given to another cleric of the same religion and the exact same alignment, the beneficiary must be present at the time of the casting of the spell and must hold the symbol-to-be throughout the casting process. The holy symbol of a cleric will radiate a dim aura of good or evil, but it is not magic *per se*. Neutral clerics' holy symbols have no aura.

Messenger (Enchantment/Charm)

Level: 2

Range: 2"/level

Duration: 1 hour/level

Area of Effect: *One creature*

Components: V, S, M

Casting Time: 1 round

Saving Throw: *Neg.*

Explanation/Description: By casting this spell the cleric can call upon a single small creature of at least animal intelligence to act as his or her *Messenger*. Those animals that are "giant" versions of other animals, or those with a measurable intelligence (3 or above) are immune to the spell. The cleric, using some type of food desirable to the animal, will call it to come to him or her (assuming it is within the range limit). The animal is allowed a saving throw based on its hit dice; if it makes the saving throw it will not come and the spell is ruined. An animal that fails the saving throw will come to the cleric and will await his or her bidding.

The cleric can communicate with the animal to tell it where to go, but directions must be simple. He or she can attach some item or note to the animal, and it will move at its full movement rate to the place it has been told to go. It will wait at that location until the spell duration expires. The would-be receiver of a message from such a *Messenger* may or may not be looking for an animal or bird as a courier, and may ignore the carrier.

Once the spell duration runs out, the magic is broken and the animal or bird will go about its own business. The receiver of a message cannot communicate with the animal, except via *Speak With Animals* or another similar means.

Third Level

Dust Devil (Conjuration/Summoning)

Level: 3

Range: 3"

Duration: 1 round/level

Area of Effect: *Special*

Components: V, S

Casting Time: 3 rounds

Saving Throw: *None*

Explanation/Description: Via this spell the cleric conjures up the weakest of air elementals. The summoned creature has only 2 HD, AC 4, move 18", no effective attack, and it can be hit by ordinary weapons. Magical weapons of any type cause

it double damage. Creatures of the Elemental Plane of Air can dismiss the *Dust Devil* at will. The *Dust Devil* must remain within 3" of the cleric at all times.

When the spell is successfully cast, a small whirlwind is produced that has a 5-foot-diameter base, a 10-foot top diameter and stands 15 feet tall. Its winds move at about 30 miles per hour. It can hold a gaseous form or gaseous cloud at bay and can push one away, though it cannot dispel or damage the cloud, up to the 3" range limit. Its winds are sufficient to put out small campfires and torches, as well as exposed lanterns and small open flames of non-magical origin.

In areas of loose dust, sand or ash, the *dust devil* picks up and disperses these particles in a cloud 30 feet in diameter. Those looking into the cloud cannot see beyond. Those in the cloud are blinded until getting out of the whirling dust. This blindness will make them -3 to hit any target in hand-to-hand melee.

Spell casting is virtually impossible inside the whirlwind, whether some solid substance is caught up in the whirlwind or not. A spell caster in the whirlwind must make a saving throw vs. magic to cast any spell. If he or she makes the save, the intended spell may be cast, but reduced visibility might affect targeting if dust or sand or ash is present. If the spell caster fails the saving throw, the spell is ruined and lost from memory.

Creatures from other planes of existence are not affected by the *Dust Devil*. Those with magic resistance will cancel the spell and its manifestation upon the *Dust Devil's* contact with their bodies.

Enthrall (Enchantment/Charm)

Level: 3

Range: 3"

Duration: *Special*

Area of Effect: *90-foot radius of cleric*

Components: V, S

Casting Time: *Special*

Saving Throw: *Neg.*

Explanation/Description: A cleric using this spell can bind and enthrall an audience that can fully understand his or her language. Those of the cleric's race save at -4 against the power of the spell, those races that have bad relations with the cleric's race save at +2, and all other races do not adjust their saving throws. Enthrallment cannot occur to figures who are 4th level or higher, have more than 4 hit dice (as a monster) or who have a wisdom in excess of 15 (thus, almost all clerics/shamen are immune to another's *Enthrall* spell). The casting time and duration are variable: As long as the cleric can keep speaking. No effect can occur until the cleric has spoken without interruption for one full round.

Those who fail their saving throw vs. the spell will treat the cleric as if he or she has a charisma of 21 (just as a minor deity). They will stand and listen to the

cleric's words, but they will not act on them as if a *Suggestion* spell were cast. When the cleric stops talking, the spell is broken and the audience's minds become their own again. Any form of attack on the cleric will instantly negate the spell, as will any attempt by the cleric to cast another spell at the same time.

Those who make their saving throw will view the cleric as having a charisma of 0 and will hoot and jeer, or they will pick up small objects and begin to cast them at the cleric, possibly breaking the spell (50% likelihood for either action to happen). Actions of either sort cause new saving throws for those who failed their first save. It is very unwise for a cleric to preach about an opposing religion or the aims of a different alignment than that of the audience, because that allows a new saving throw — at +5 — to each listener at once.

Remove Paralysis (Abjuration)

Level: 3

Range: 1"/level

Duration: *Permanent*

Area/Effect: *1-4 creatures in 2" x 2" area*

Components: V, S

Casting Time: 6 segments

Saving Throw: *Neg.*

Explanation/Description: This spell lets clerics remove paralysis before the duration of the paralysis has expired and also cancels *Hold* spells (*Hold Person*, *Hold Animal*, *Hold Monster*). The *Remove Paralysis* spell is stronger than *Dispel Magic* for this effect. By pointing a finger, the cleric can unparalyze a victim or victims within the spell range, if no physical or magical barrier stands between caster and recipient(s). All victims must be within the square area of effect. Each victim gets a new saving throw vs. paralysis based on the victim's level/hit dice. That saving throw is at +3 if one character or creature is affected, at +2 with two recipients, and at +1 with three or four recipients. If an intended recipient fails this saving throw, the duration of the paralysis doubles regardless of the cause of the malady. A subsequent *Remove Paralysis* cast upon such a creature causes 4-16 (4d4) points of damage whether the save is succeeds or not.

Note: It is very evil to throw continued *Remove Paralysis* spells on a held or paralyzed victim to cause pain and damage. It is not a chivalrous way to kill someone in any case. Paralysis caused by touch (as from a ghoul) cannot be removed by *Dispel Magic* in any case.

Water Walking (Alteration)

Level: 3

Range: *Touch*

Duration: 1 turn/level

Area of effect: *Creature touched*

Components: V, S

Casting Time: 6 segments

Saving Throw: *None*

Explanation/Description: Via this spell, the cleric or a creature he or she touches, up to the size of a ogre, is empowered to walk on water as if he or she wore a *Ring of Water Walking*. The recipient of the spell may carry 500 pounds of material with him or her, over and above his or her naked weight. Weight in excess of 500 pounds will cause the spell to fail within 2-5 minutes. Thus, the person and that which he or she carries might be in the middle of a body of water when the spell fails. Weight in excess of 750 pounds cannot be carried at any time for even a moment.

Fourth Level

Meld Into Stone (Alteration)

Level: 4

Range: *Touch*

Duration: *8 + d8 rounds*

Area of Effect: *Special*

Components: *V, S, M*

Casting Time: *7 segments*

Saving Throw: *None*

Explanation/Description: By holding a sample of the like stone as a material component, a cleric can meld into stone within seven segments. He or she merely stands next to the stone (which must be large enough to accommodate his or her bulk in all three dimensions) and then blends into it. If the dimensions are not large enough to accommodate the entire

body of the cleric and all of his or her non-living gear (not to exceed 100 pounds in weight aside from the cleric in any case), he or she will be instantly expelled from the stone.

The spell lasts for *8 + d8* rounds. During that time the cleric may step out from the stone the way he or she came into it. He or she may *not* exit from any other face of the stone; thus the spell is not similar to a *Passwall* or *Phase Door*.

If the duration runs out before the cleric voluntarily leaves the rock, he or she will be expelled and will absorb 8-32 (8d4) points of damage. In such a case, all carried items must save vs. petrification or be turned to stone. If the cleric steps out of the stone before the duration is expired, then items carried are not harmed in any way. Artifacts and relics not meld into stone in the first place but will stay behind.

While in the stone the cleric is aware of time (but never knows the exact spell duration, which the DM rolls for secretly), but the caster cannot see or hear though he or she can smell and taste. The following spells aimed at the rock holding the cleric will harm the cleric: A *Stone to Flesh* will expel the caster instantly, with the usual 8d4 damage, but items need not save. A *Dig* spell will do 8-64 (8d8) points of damage, and the cleric must save vs. death or die instant-

ly. *Transmute Rock to Mud* kills the cleric instantly and permanently. *Stone Shape* will deal out 4d4 points of damage, but the cleric can stay in the rock without suffering further harm.

Negative Plane Protection

(Abjuration)

Level: 4

Range: *Touch*

Duration: *1 turn/level*

Components: *V, S, M*

Casting Time: *1 round*

Saving Throw: *None*

Area of Effect: *One Prime Material creature*

Explanation/Description: By holding his or her holy symbol while casting this spell, the cleric protects himself or herself from Negative Plane undead. He or she partially opens a contact to the Positive Material Plane.

When the recipient of the spell is touched by a Negative Plane undead (shadow, wight, wraith, spectre or vampire), the positive energy will cancel the negative aura to some extent and may prevent the draining of a level from the cleric or the figure he or she protected by touch.

The spell recipient gets a saving throw vs. death; if the save is made, he or she takes normal physical damage from the undead's touch but does not lose one level of experience. (If the undead drains two levels per touch, one level is lost instead of two.) The spell is then cancelled so that the next touch, if there is one, will be without benefit of a saving throw. The undead creature will automatically take 2-12 (2d6) points of damage when touching a protected character who makes the saving throw.

If the saving throw is failed, the cleric or figure touched takes double physical damage plus loss of the level as well (a spectre or vampire would drain two levels as usual). Instead of absorbing points of damage, if the spell recipient's saving throw is failed the undead may add that amount (2d6) to its hit-point total, up to its normal maximum.

All such Positive/Negative Plane contact will cause a bright flash, and a thunder-like crack of sound will be heard. No damage is caused by the flash or sound. The protection will last for one turn per level of the cleric or until the cleric touches a Negative Plane undead.

The spell will cause the cleric to explode (instant and irrevocable death) if he or she dares to cast it while on the Negative Material Plane. The spell will not function at all on other planes of existence besides the Prime Material.

There's more!

Proud as we are of this issue of DRAGON™ magazine, we're pretty pleased with what we've done in the past. And apparently, so are our readers, because most of our back issues are sold out. We do have copies of some magazines for sale, including issues #45 through #57.

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(Continued from page 4)

great game. So, I understand, is the high-level version. Of course they appeal to different temperaments. Mr. Luna (*Out on a Limb*, issue #52) prefers the high-level version, while Mr. Fox (#55) has a temperament better suited to the low-level version. Your editorial policy seems to favor the lower levels, probably because Mr. Gygax and TSR invented the low-level version, and the high-level version is "just" an offshoot which you still regard as an aberration and not the legitimate variation it is. (Or is it just that you don't receive manuscripts on the high-level version, and, as you often say, you can't print articles that nobody writes?)

May I urge you to close your letters pages to this pointless slurring of two good games by those who prefer one over the other? They are two different games, two legitimate games, and two good games — and that should be all there is to be said on the question!

Ralph Sizer
Providence, R. I.

You deserve credit, Ralph, for trying to settle this question diplomatically. And we're often tempted to do as you suggest and cut off debate on the subject. But that doesn't solve the problem.

I can't speak for Mr. Gygax or TSR, and I wouldn't presume to try. But if I were to try, I would probably say something like this:

Mr. Gygax and TSR didn't invent the "low-level version" of the AD&D™ game — they invented the game itself, and there is only one version of it. The AD&D game has rules and regulations, just like softball or poker or any other game, and people who play the "high-level version" (if I understand your definition of the term) aren't playing by the rules. Okay, maybe there's no harm in rolling up and equipping a party of high-powered player characters for a special purpose, to enjoy a one-shot adventure or a commercial module prepared specifically for super-characters. But players involved in a long-running campaign (which is the best way to get the most out of the AD&D experience) should not be allowed — and should not even desire — to start off with characters that have six-figure experience point totals and enough magic items to set up their own store.

Your observation about different kinds of softball and different varieties of poker is a valid one, up to a point. But neither type of softball is higher or lower in "level" than the other, and likewise for the various sorts of poker. If there was a version of softball that allowed both teams to start every inning with the bases loaded, and counted singles as though they were home runs, then you'd be able to compare high-level softball and low-level softball. If there was a type of poker where everybody anted up their life savings and you needed four kings or better to open, then you'd be able to discuss the relative merits of high-level and low-level poker. If these types of softball and poker did exist, and had

universally recognized rules, then the "play whichever way you want to" argument would hold up.

I suppose we'd be willing to let well enough alone if the low-level people and the high-level people stayed in their own worlds and didn't intrude on each other: The trouble is, they don't. When a high-level DM tries to moderate a group of low-level players, or vice versa, the result is friction and animosity, and ultimately the breakdown of the playing group. That, more than anything else, is what we're trying to prevent and avoid.

Your assumption about why we don't publish manuscripts on the "high-level version" is essentially correct: people apparently don't write that sort of manuscript. And that's just as well, because as far as we're concerned, the "high-level version" isn't a game. KM

'Helping DMs'

Dear Editor:

Regarding Wayne A. Langguth's letter in issue #55 of DRAGON: Great idea!

I don't mean his suggested method for saving throws under certain conditions, for it is up to every DM who reads it to decide whether or not it is a good idea. I mean the idea of helping other DMs on sections of the rules that were either forgotten, not thought of, or purposely left out of the books to avoid unnecessary complication. Many parts of AD&D are vague and seem to be missing semi-essential parts, notably, in this case, saving throws that player characters should not immediately know the results of. Every DM must fill in these gaps with his or her own rules, but nobody could possibly cover them all. So, it is a great idea to make public some tried ideas, so that DMs can use them in their campaigns if they like them or discard them from their memories if they don't.

Here is my idea, and I hope that other ideas will follow to benefit all DMs. One fault in the game is the detection of magic in weapons

and armor. To quote the DMG, "Most swords of magical nature shed light when drawn from their scabbard," and "For game purposes all magical armor should be considered as being virtually weightless — equal to normal clothing." I think it is much more interesting if, when players find magic weapons or armor, they do not know immediately, whether by seeing if it glows or how heavy it is, that it is magic. The players in my campaign, whenever they discovered something that may be magic, would shout simultaneously, "Does it glow?" I quickly became bored with this, and have playtested and been very successful with the following "rule": Not all swords that glow are magic, and not all magic swords glow; and not all armor that is extra light is magic and not all magic armor is extra light.

This is accomplished by placing enchantments on magical and non-magical items, such as a perfectly normal sword with a *Continual Light* spell on it, or a magical suit of plate mail that appears normal until struck in battle, when it displays its magical properties. I find it much more interesting when players have to cast spells, use devices, or even hire NPCs to find out if their treasure is magical.

Nathan Brown
Newark, Del.

Nathan has the right idea: Whether or not you agree with the particulars of his "magic" proposal, and whether or not you agree with Wayne Langguth's saving-throw system, is immaterial. This letter, and Wayne's letter before it, can at least be used as food for thought. And if only one DM is stimulated to think of some way to improve his game in a similar fashion, then the space we used to print the letters was space well spent. — KM

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WHAT'S NEW?

- WITH PHIL AND DIXIE!

Vol. VI, No. 8

HI FOLKS! IN OBSERVANCE OF VALENTINE'S DAY, OUR STRIP THIS MONTH DEALS WITH **LOVE** IN D&D. (AS OPPOSED TO **SEX** IN D&D, WHICH IS NEXT MONTH)

BELIEVE IT OR NOT, A DUNGEON CAN BE CONDUSIVE TO ROMANCE. STROLLING-ALONE, DOWN A DARK, SECLUDED CORRIDOR, HOLDING EACH OTHER'S HAND, IT'S KIND OF LIKE THE TUNNEL OF LOVE..



...THAT IS, IF THE TROLLS DON'T GET YOU.



TROLLS ARE NOTORIOUSLY UN-ROMANTIC. IN A SITUATION LIKE THIS- YOU NEED **HELP!**

SO LETS TALK ABOUT LOVE CHARMS. THEY COME IN THREE BASIC TYPES:

1. THE LOVE **Potion** (OR PHILTER)
2. THE LOVE **Amulet** (OR TALISMAN)
3. THE LOVE **Incantation** (OR MISS-SPELL)



IT'S GENERALLY CONCEDED THAT THE MOST EFFECTIVE OF THE THREE IS THE LOVE **POTION**.



THIS IS BECAUSE IT IS INGESTED AND GOES DIRECTLY INTO THE SYSTEM.

UNFORTUNATELY, IT'S ALSO THE MOST USELESS IF YOU'RE SUDDENLY JUMPED BY A RABID PACK OF ORCS.



SO, IF YOU ARE GOING TO RELY UPON A LOVE POTION, WE RECOMMEND YOU USE A MORE SOPHISTICATED DELIVERY SYSTEM.



FIRE HOSES ARE EFFECTIVE, BUT OCCASIONALLY AWKWARD TO TRANSPORT.

NEXT WE HAVE THE LOVE **AMULET**, WHICH IS ALSO VERY EFFECTIVE, BUT NOT VERY DISCRIMINATING, ENCHANTING ANYTHING OR ANYBODY WITHIN ITS SPHERE OF INFLUENCE...



THE PROBLEM IS THAT ATTACKERS OFTEN USE THINGS LIKE THROWING KNIVES, SPEARS, FLAME THROWERS OR OTHER DOO-DADS THAT ALLOW THEM TO DO A FAIR AMOUNT OF DAMAGE BEFORE YOU ARE ABLE TO GET THEM WITHIN THE AMULET'S INFLUENCE.



THIS BRINGS US TO THE LOVE INCANTATION. THE OBVIOUS ADVANTAGE IS THAT YOU CAN ENCHANT ATTACKERS AT A DISTANCE, WITHOUT RELYING UPON PARAPHERNALIA.



YOU SHOULD BE AWARE, HOWEVER, THAT RESULTS ARE NOT ALWAYS PERFECT.



THE MOST IMPORTANT THING TO REMEMBER WITH LOVE INCANTATIONS IS: DON'T MUMBLE!

YOU SAY SOMETHING?



YOU SHOULD ALSO BE AWARE THAT EVEN WHEN YOUR LOVE CHARM DOES WORK 100% CORRECTLY...



... THERE MAY BE ADVERSE SIDE-EFFECTS TO BEING BELOVED BY MONSTERS - ESPECIALLY WHEN WEARING ARMOR.



AND LAST, BUT NOT LEAST, WE HAVE THE ABSOLUTELY BEST CHARM:

A SACK OF GOLD!







Star Warrior: Slay the Dictator and Save the Civilized People

You owe yourself some fun time and you have just loaded the new **Star Warrior** into your computer. Suddenly, you are one of the Furies...and retribution is your business.

The Interstellar Union of Civilized People has been annexed by a soul-crushing dictator-ship. You have been given the mission to assassinate the military governor and then destroy the installation. That's Scenario 2.

In Scenario 1, you are on a diversionary mission for the assassination attempt. You want to do as much damage to the enemy units as possible.

The terrain is dangerous and difficult; the enemy forces are powerful and varied. (You may not see the enemy even when you are in the same general area...but, on the other hand, there is always the chance both in the same general area.)

There are two scenarios and five levels of difficulty...level five enemy may not see you either.) There is always the chance of an attack by an invisible enemy. But you can even set a fixed playing time in Scenario 1.

You have the choice of suits and equipment, and of movement, combat and special commands.

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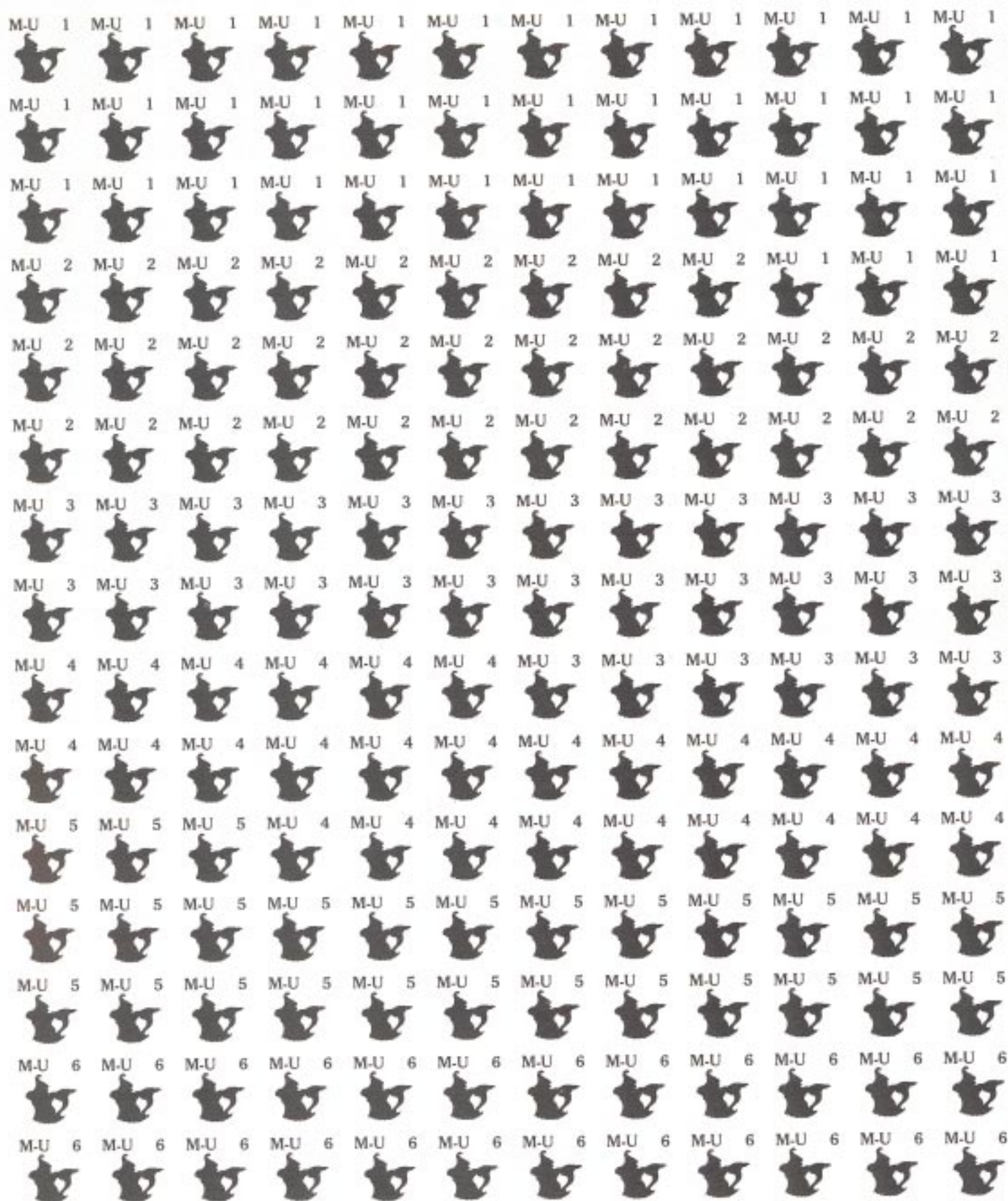


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1	1s	1	1s	1	1s	1	1s	1	1s	1	1s	1	1s	1	1s	1	1/10s	
Affect Normal Fires	Burning Hands	Burning Hands	Charm Person	Charm Person	Comprehend Languages	Dancing Lights	Detect Magic	Detect Magic	Enlarge	Erase	Feather Fall							
1/2/L	N	0	N	0	N	12	Y	12	Y	T	N	4+1/L	N	0	N	0	N	
1	S	1	1s	1	1s	1	1t	1	1t	1	1s	1	1s	1	1s	1	1s	
Find Familiar	Friends	Hold Portal	Hold Portal	Identify	Identify	Jump	Light	Magic Missile	Magic Missile	Magic Missile	Mending							
1m/L	Y	0	S	2/L	N	2/L	N	0	S	0	S	T	N	6	N	6+1/L	N	
1	1s	1	1r	1	1s	1	1r	1	1s	1	1s	1	1s	1	1s	1	1s	
Message	Nyctul's Magic Aura	Protection From Evil	Push	Read Magic	Shield	Shocking Grasp	Shocking Grasp	Sleep	Sleep	Spider Climb	Tenser's Floating Disc							
6+1/L	N	T	S	T	N	1+1/4/L	Y	0	N	0	N	3+1/L	N	3+1/L	N	T	N	
1	1s	1	1s	1	1r	2	2s	2	2s	2	2s	2	2s	2	2s	2	2s	
Unseen Servant	Ventriloquist	Write	Audible Glamour	Continual Light	Continual Light	Darkness 15' Radius	Detect Evil	Detect Evil	Detect Invisibility	Detect Invisibility	ESP							
0	N	1/L*	N	0	S	6+1/L	S	6	N	6	N	1/L	N	1/L	N	1/2/L*	N	
2	1s	2	2s	2	2s	2	2s	2	2s	2	2s	2	2s	2	2s	2	2s	
Fools Gold	Forget	Invisibility	Invisibility	Knock	Knock	Leomund's Trap	Levitate	Levitate	Locate Object	Magic Mouth	Mirror Image							
1	N	3	Y	T	N	6	N	6	N	2/L	Y	2/L	Y	2/L	N	S	N	
2	2s	2	2s	2	2s	2	2s	2	2s	2	2s	2	1t	2	2s	2	2s	
Pyrotechnics	Ray Of Enfeeblement	Ray Of Enfeeblement	Rope Trick	Scare	Shatter	Striking Cloud	Striking Cloud	Strength	Strength	Web	Wizard Lock							
12	N	1+1/4/L	Y	T	N	1	Y	6	Y	3	S	3	S	T	N	1/2/L	Y or 1/2	
3	1s	3	3s	3	3s	3	3s	3	3s	3	3s	3	3s	3	3s	3	3s	
Blink	Claireaudience	Clairvoyance	Dispel Magic	Dispel Magic	Explosive Runes	Feign Death	Fireball	Fireball	Flame Arrow	Fly	Ghost Of Wind							
0	N	S	N	5	N	12	N	12	N	T	N	0	N	0	N	0	N	
3	3s	3	3s	3	3s	3	1r	3	3s	3	3s	3	3s	3	3s	3	3s	
Haste	Haste	Hold Person	Hold Person	Invasion	Invisibility	Invisibility	Leomund's Tiny Hut	Lightning Bolt	Lightning Bolt	Monster Summon. I	Phantasmal Force							
6	N	6	N	12	N	12	N	T	N	0	N	4+1/L	1/2	4+1/L	1/2	3	N	
3	3s	3	3s	3	3s	3	3s	4	4s	4	4s	4	4s	4	4s	4	4s	
Prot. From Evil	Prot. From Normal Missiles	Slow	Suggestion	Tongues	Water Breathing	Charm Monster	Charm Monster	Confusion	Dig	Dimension Door	Enchanted Weapon							
10' Radius	T	N	T	N	9+1/L	N	3	Y	0	N	3	Y	0	N	3	Y	0	N
4	2s	4	4s	4	4s	4	3r	4	4s	4	4s	4	4s	4	4s	4	4s	
Extension I	Fear	Fire Charm	Fire Shield	Fire Trap	Fumble	Hallucinatory Terrain	Ice Storm	Ice Storm	Massmorph	Minor Globe of Invulnerability	Monster Summon. II							
0	N	0	Y	1	Y	0	N	1/L	1/2	2/L	N	1/L	N	1/L	N	0	N	
4	4s	4	4s	4	3s	4	4s	4	4s	4	4s	5	5s	5	5s	5	5r	
Plant Growth	Polymorph Other	Polymorph Self	Rary's Mnemonic Enhancer	Remove Curse	Wall Of Fire	Wall Of Fire	Wall Of Ice	Wizard Eye	Airy Water	Animal Growth	Animate Dead							
1/L	N	1/2/L	Y	0	N	0	N	6	N	6	N	1/L	N	0	N	6	N	
5	5s	5	5s	5	5s	5	5s	5	5s	5	5s	5	5s	5	5s	5	5s	
Bagby's Interposing Hand	Cloudkill	Cloudkill	Conjure Elemental	Cone Of Cold	Cone Of Cold	Contact Other Plane	Distance Distortion	Extension II	Feeblemind	Hold Monster	Hold Monster							
1/L	N	1	N	1	N	6	N	0	1/2	0	1/2	0	N	1/L	Y	1/L	Y	
5	1t	5	1r	5	5s	5	5s	5	5s	5	5s	5	5s	5	5s	5	5s	
Leomund's Secret Chest	Magic Jar	Monster Summon. III	Mordenkainen's Faithful Hound	Passwall	Stone Shape	Telekinesis	Teleport	Transmute Rock To Mud	Wall Of Force	Wall Of Iron	Wall Of Stone							
5	N	1/L	S	5	N	3	N	T	N	1/L	N	T	N	1/L	N	3	N	
6	1s	6	6s	6	6s	6	6s	6	6s	6	6s	6	6s	6	6s	6	6s	
Anti-Magic Shell	Bagby's Forceful Hand	Control Weather	Death Spell	Disintegrate	Enchant An Item	Extension III	Gaseous	Gaseous	Globe Of Invulnerability	Globe Of Invulnerability	Guards And Wards							
0	N	1/L	N	0	N	1/L	N	1/2/L	Y	T	N	0	N	0	N	0	N	
6	1r	6	S	6	1t	6	6s	6	S	6	6s	6	1t	6	6s	6	6s	
Invisible Stalker	Legend Lore	Lower Water	Monster Summon. IV	Move Earth	Otiluke's Freezing Sphere	Part Water	Project Image	Reincarnation	Repulsion	Spiritwack	Stone To Flesh							
1	N	0	N	8	N	1/L	N	S	S	1/L	N	T	N	1/L	N	1+1/L	S	

6	6s	7	7s	7	S	7	1t	7	7s	7	7s	7	1s	7	7s	7	S	7	7s	7	6s	7	7s
Tenar's Transformation	N	Bigby's Grasping Hand	N	Cacodemom	S	Charm Plants	Y	Delayed Blast Fireball	10+1/L 1/2	Delayed Blast Fireball	10+1/L 1/2	Drawmij's Instant Summons	N	Duo-Dimension	N	Limited Wish	S	Mass Invisibility	1/L N	Monster Summon, V	N	Mordenkainen's Sword	N
7	7s	7	1s	7	7s	7	S	7	7s	7	2s	8	6s	8	8s	8	1t	8	8s	8	2s	8	8s
Phase Door	N	Power Word, Stun	N	Reverse Gravity	1/2/L N	Simulacrum	T N	Statue	T S	Vanish	T N	Antipathy/Sympathy	S	Bigby's Clenched Fist	1/2/L N	Close	T N	Glausteel	T N	Incendiary Cloud	1/2	Mass Charm	1/2/L Y
8	3s	8	1s	8	8s	8	5s	8	2r	8	1r	8	1s	8	1r*	8	8s	8	S	9	9s	9	9s
Maze	1/2/L N	Mind Blank	3 N	Monster Summon, VI	8 N	Otto's Inimitable Dance	T N	Permanency	S N	Polymorph Any Object	1/2/L S	Power Word, Blind	1/2/L N	Series's Spell Immunity	T N	Symbol	T S	Trap The Soul	1 Y	Astral Spell	T N	Bigby's Crushing Hand	1/2/L N
9	9s	9	9s	9	9s	9	9s	9	1s	9	7s	9	9s	9	9s	9	9s	9	S				
Gate	3 N	Imprisonment	T N	Meteor Swarm	4+1/L 1/2	Monster Summon, VII	9 N	Power Word, Kill	1/2/L N	Prismatic Sphere	0 S	Shape Change	0 N	Temporal Stasis	1 N	Time Stop	0 N	Wish	U S				
1	1r	1	1r	1	1s	1	1s	1	1s	1	1r	1	5s	1	5s	1	5s	1	5s	1	1r	1	1r
Bless	6 N	Bless	6 N	Command	1 S	Command	1 S	Command	1 S	Create Water	1 N	Cure Light Wounds	T N	Cure Light Wounds	T N	Cure Light Wounds	T N	Cure Light Wounds	T N	Detect Evil	12 N	Detect Evil	12 N
1	1r	1	1r	1	4s	1	4s	1	4s	1	4s	1	1r	1	4s	1	4s	1	1r	1	1r	1	4s
Detect Magic	3 N	Detect Magic	3 N	Light	12 N	Light	12 N	Protection From Evil	T N	Protection From Evil	T N	Purify Food & Drink	3 N	Remove Fear	T N	Remove Fear	T N	Resist Cold	T N	Resist Cold	T N	Sanctuary	T N
1	4s	2	2r	2	2r	2	1t	2	1t	2	1r	2	1r	2	5s	2	5s	2	5s	2	5s	2	1r
Sanctuary	T N	Augury	0 N	Augury	0 N	Chant	0 N	Chant	0 N	Detect Charm	3 N	Detect Charm	3 N	Find Traps	3 N	Find Traps	3 N	Hold Person	6 Y	Hold Person	6 Y	Know Alignment	1 N
2	1r	2	5s	2	5s	2	5s	2	5s	2	1s	2	1s	2	5s	2	5s	2	5s	2	5s	3	1r
Know Alignment	1 N	Resist Fire	T N	Resist Fire	T N	Silence 15' Radius	12 N*	Silence 15' Radius	12 N*	Slow Poison	T N	Slow Poison	T N	Snake Charm	3 N	Speak With Animals	0 N	Spiritual Hammer	3 S	Spiritual Hammer	3 S	Animate Dead	1 N
3	6s	3	6s	3	1t	3	1r	3	1r	3	1t	3	1t	3	6s	3	6s	3	2s	3	S	3	S
Continual Light	12 N	Continual Light	12 N	Create Food & Water	1 N	Cure Blindness	T N	Cure Blindness	T N	Cure Disease	T N	Cure Disease	T N	Doppel Magic	6 N	Doppel Magic	6 N	Feign Death	T N	Glyph of Warding	5 T	Glyph of Warding	5 T
3	1t	3	1t	3	6s	3	6s	3	6s	3	6s	3	1t	3	1t	4	7s	4	7s	4	7s	4	7s
Locate Object	6+1/L N	Locate Object	6+1/L N	Prayer	0 N	Prayer	0 N	Remove Curse	T S	Remove Curse	T S	Speak With Dead	1 N	Speak With Dead	1 N	Cure Serious Wounds	T N	Cure Serious Wounds	T N	Cure Serious Wounds	T N	Detect Lie	3 N
4	1t	4	S*	4	1t	4	7s	4	7s	4	7s	4	7s	4	1t	4	7s	4	7s	4	7s	4	7s
Divination	0 N	Exorcise	1 N	Lower Water	12 N	Neutralize Poison	T N	Neutralize Poison	T N	Prot. from Evil 10' Radius	T N	Prot. from Evil 10' Radius	T N	Speak With Plants	0 N	Sticks to Snakes	3 N	Sticks to Snakes	3 N	Tongues	0 N	Tongues	0 N
5	1t	5	1t	5	8s	5	8s	5	8s	5	8s	5	8s	5	8s	5	8s	5	8s	5	1t	5	8s
Atonement	T N	Commune	0 N	Cure Critical Wounds	T N	Cure Critical Wounds	T N	Cure Critical Wounds	T N	Doppel Evil	T Y	Doppel Evil	T Y	Flame Strike	6 1/2	Flame Strike	6 1/2	Flame Strike	6 1/2	Insect Plague	36 N	Plane Shift	T N
5	8s	5	1r	5	1r	5	1r	5	8s	6	9s	6	9s	6	9s	6	9s	6	9s	6	9s	6	3r
Quest	6 Y	Raise Dead	3 S	Raise Dead	3 S	Raise Dead	3 S	True Seeing	T N	Aerial Servant	1 N	Animate Object	3 N	Animate Object	3 N	Blade Barrier	3 N	Blade Barrier	3 N	Conjure Animals	3 N	Find The Path	T N
6	1r	6	1r	6	1r	6	1t	6	9s	6	1t	6	1s	6	1s	7	3t	7	1t	7	1t	7	1t
Heal	T N	Heal	T N	Heal	T N	Part Water	2/L N	Speak With Monsters	3 N	Stone Tell	T N	Word of Recall	0 N	Word of Recall	0 N	Astral Spell	T N	Control Weather	0 N	Earthquake	12 N	Earthquake	12 N
7	5s	7	5s	7	1s	7	1s	7	3r	7	3r	7	1t	7	1t	7	3s	7	1r				
Gate	3 N	Gate	3 N	Holy (Unholy) Word	0 N	Holy (Unholy) Word	0 N	Regenerate	T N	Restoration	T N	Resurrection	T N	Resurrection	T N	Symbol	T Y	Wind Walk	T N				

M-U 7 M-U 7 M-U 7 M-U 7 M-U 7 M-U 7 M-U 7 M-U 7 M-U 7 M-U 7 M-U 7 M-U 7 M-U 6



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